

NO DISINTEGRATIONS
BOUNTY HUNTERS SPECIAL!

BOBA BEGINS!
CREATING BOBA FETT



YOUNG INDY SPEAKS
SEAN PATRICK FLANERY

STAR WARS[®]

INSIDER

BOUNTY HUNTERS



ENIGMATIC! MYSTERIOUS! ICONIC! MEET STAR WARS' VILLAINS FOR HIRE!

THE FETT FAMILY: JEREMY BULLOCH
& DANIEL LOGAN INTERVIEWED

CRAFTING KOTOBUYIKA COLLECTIBLES

BEN BURTT'S TALKING WOOKIEE

THE ORIGINS OF BOBA FETT

PLUS ALL YOUR REGULAR FAVORITES

ISSUE #99 MARCH 2008
\$5.99



75

0 74470 01605 6



THE BOUNTY HUNTERS' GUILD HANDBOOK

INDIANA JONES™ HERITAGE

Trading Cards

THE ULTIMATE
HERO IS BACK!



90 RETRO-COOL CARDS

FEATURING NEW PHOTOS FROM THE ORIGINAL MOVIES

- VINTAGE GREY-BACK STOCK
- BUBBLE GUM IN EVERY PACK

Super Collectible Inserts!

- SKETCH CARDS!
- AUTHENTIC AUTOGRAPHS!
- SEQUENTIALLY-NUMBERED PARALLELS!

SHIPPING FEBRUARY 2008

topps

Contents

NEWS

07 COM-SCAN

Rick McCallum speaks exclusively to *Insider* about the much anticipated live action Star Wars TV series!

FEATURES

12 TALES OF THE BOUNTY HUNTERS

They may be minor characters on screen, but beyond the six *Star Wars* films, bounty hunters have made a significant impact on that galaxy far, far away...

20 MEET THE FETTS

Star Wars Insider meets the man inside the iconic Boba Fett armor, Jeremy Bulloch, and Boba's younger self, Daniel Logan from *Attack of the Clones*.

27 BOUNTY HUNTERS' HANDBOOK

Do you have what it takes to be a bounty hunter? Check out our exclusive guide to the lifestyle and challenges of facing off against galactic bad guys!

32 FEAT OF CLAY: INSIDE KOTOBUYIKA

Exclusive access to the making of Japanese company Kotobuyika's brand new series of bounty hunter figures. See high-end collectible's being created!

38 BOBA BEGINS

Think you know when Boba Fett's first appearance was? Prepare to be surprised as we reveal the secret origins of this most enigmatic of bounty hunters.

44 MAY THE SOUND BE WITH YOU!

Star Wars' sound designer Ben Burtt talks Wookiees, alien languages, and the real story behind the infamous Wilhelm scream!

48 FIRST CRACK OF THE WHIP!

As anticipation builds for next spring's new Indiana Jones movie, Rick McCallum and Sean Patrick Flanery look back at the Young Indy TV series.

STAR WARS

INSIDER

DEPARTMENTS

05

EDITOR'S WELCOME

Get an insider's view of *Insider*!

53

iowa's corner

54

BOOKS: MAD ABOUT STAR WARS

Thirty years of *Star Wars* parodies, from the "usual gang of idiots" at *MAD Magazine*, collected in one trivia-and laugh-packed book.

56

COMICS: REBELLION

The Alliance confronts the true face of heroism in *Star Wars Rebellion*'s "Small Victories."

58

GAMES: RENEGADE SQUADRON

Go into battle while on the move in *Star Wars Battlefront: Renegade Squadron*.

60

TOYS: UNCONVENTIONAL TO CLASSIC

New *Star Wars* collectibles for your wall, mantelpiece, and toy chest!

62

STAR WARS Q&A

Is that IG-88 on Cloud City? Why doesn't Han Solo believe in the Force? Who's on the Jedi Council?

64

SCOUTING THE GALAXY

Always pay heed to what your mother tells you about *Star Wars* collecting!

66

INTERNATIONAL COLLECTING

Insider makes the French collectibles connection.

70

SET PIECE: THE INVISIBLE HAND

Examining Count Dooku's spaceship lair.

72

PADAWAN'S CORNER

Your step-by-step guide to drawing *Star Wars* characters, with a bounty hunter theme!

74

THE INDY VAULT

Unveiling director Steven Spielberg's exclusive hand-drawn storyboard concepts!

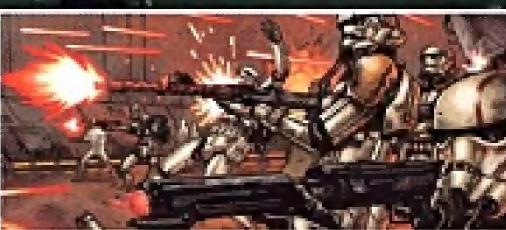
76

COMLINK

A special edition, entering the magnificent world of Redandjony, stormtroopers in love!

HADEN BLACKMAN BRIAN CHING MICHAEL ATIYEH BONG DAZO WAYNE NICHOLS

EXPERIENCE THE NEXT CHAPTER OF



THE STAR WARS SAGA.

STAR WARS THE FORCE UNLEASHED™

*An original graphic novel based upon
the highly anticipated new video game.*



DISCOVER

Coming February 2008!

For our complete line of Star Wars titles visit www.darkhorse.com

AVAILABLE AT YOUR LOCAL COMICS SHOP

To find a comic shop in your area, call 1-800-238-4226

darkhorse.com/starwars

© 2008 Lucasfilm Ltd. & TM. All rights reserved. Used under authorization. Text and illustrations for The Force Unleashed are © 2008 Lucasfilm Ltd. Dark Horse Books® and the Dark Horse logo are registered trademarks of Dark Horse Comics, Inc.

"Bounty hunters? We don't need that scum...."

Despite the sentiments of Admiral Piett, it appears we DO need "that scum." The bounty hunters have amazingly little screen time across all six Star Wars films. Boba Fett makes the most impact; the others are around for only a few minutes. If you blink, you'll miss Aurra Sing's briefer-than-brief appearance in *The Phantom Menace*. But their impact on fans and Expanded Universe creators has been nothing short of phenomenal.

Spurred on by an only-for-*Insider* sneak preview of Kotobukiya's bounty hunter series at Celebration IV (thanks to Kotobukiya's Frank Supiot), we felt this issue would be the ideal time to have a closer look at the impact of those bounty hunters on Star Wars and beyond.

This issue features an in-depth look at the bounty hunter phenomenon, interviews with two versions of Boba Fett (Jeremy Bulloch and Daniel Logan), a few pages from the top secret Bounty Hunters' Build

Handbook, that Kotobukiya feature (taking you inside the development process as never before) and a look back at the secret origins of Boba Fett!

What? You want more? Okay: how about the second part of our in-depth interview with Star Wars sound maestro Ben Burtt and a look back at the Young Indiana Jones TV series (now on DVD), which paved the way for the production process used on the Star Wars prequels.

Still not enough? Well, all our regulars are present and accounted for, too, covering brand new books, comics, and games, as well as the latest in Star Wars collectibles.

Next issue will be slightly different. It's issue #100 (at least for readers in the U.S.), so it is something of a significant milestone. To celebrate, we'll be featuring the "100 Greatest Things About Star Wars... Ever!" And it's not just all the obvious stuff. Oh, no, we've taken a left-field approach to what we think makes Star Wars great and what makes it great to be a Star Wars fan, especially right now.

BRIAN J. ROBB, EDITOR

CONTACT US:

[EMAIL] STARWARSINSIDER@TITANMAIL.COM

LETTERS FOR PUBLICATION SHOULD BE SENT TO:

[US] STAR WARS INSIDER, TITAN MAGAZINES, 8205 SANTA MONICA BLVD., #1-296, WEST HOLLYWOOD, CA 90046-5972, USA

[UK] STAR WARS INSIDER, 144 SOUTHWARK STREET, LONDON, SE1 0UP, UK

STAR WARS INSIDER

Contact us:
USA: Star Wars Insider: Titan Magazines, 8205 Santa Monica Blvd., #1-296, West Hollywood, CA 90046-5972, USA
UK: Star Wars Insider, 144 Southwark Street, London, SE1 0UP, UK

EDITORIAL:
Editor
Deputy Editor
Senior Editor
Lead Designer
Assistant Editor

LUCASFILM:
Director of Publishing
Editor
Director of Content Management and Publications
Art Director
Editor, *Reactive*

Brian J. Robb
Jonathan Wilkes
Steve Hugo
Karl Barr
Erica Matthews, Zee Hodges

Carol Keeler
Frank Pental
Steve Scaramo
Troy Alders
Marty Franklin

SPECIAL THANKS

Everyone at Lucas Licensing, Steve Sansweet and all the Star Wars licensees who supplied product information and imagery for this issue.

TITAN MAGAZINES

Key Graphics Operator
Production Executive
Production Supervisor
Production Supervisor
Production Controller
Art Director
Studio Manager
Circulation Assistant
Subscription Coordinator
Subscription Marketing Executive
Subscription Marketing Executive
Circulation Executive
Circulation Director

Robert Nees
Kristen Bryan
Jackie Rock
Joyce Martin-Rays
Bob Kelly
De Brown
Marion Stoddart
Melissa Argon
Rita Tamburini
Suzanne Iann
Jessica Batt
Steve Toffel
William Pearce

CONTRIBUTORS

Patrick Givens, Ian Spelling, Daniel Wallace, Mingsi Nakagawa, Pete Verner, Pat Jasikiewicz, Jason Fry, Jeremy Beckert, Laird Y. Chee, Steve Sansweet, Eric Lopez, Chris Travers, Cynthia Lummis, J.W. Rader, Jon Freil

Kevin Gill
Beth Alexander
Kristen Funk
Anna-Maria McBride
Michelle Wong
David Balash
James Villeneuve
Brian J. Robb
Darryl Caris
Chris Lechner
Leigh Beisch
Wilson Cheung
Nick Landau

US DISTRIBUTION

Newsstand: Total Publisher Services, Inc.
John Zielenkiewicz, 619-511-5183
Distribution: Source Interlink, Curtis Circulation Company
Direct Sales: Market Diamond Comic Distributors
Subscription: 1-800-225-3834, email: subscrive@titanmagazines.com

For more info on advertising contact: adinfo@titanmagazines.com

STAR WARS INSIDER #99
March 2008 ISSN 0893-0271, ISSN 1541-5120
Star Wars Insider is published eight times per year (January/February, March, April, May/June, July/August, September/October/November, December) by Titan Magazines, a division of Titan Publishing Group Limited, 144 Southwark Street, London, SE1 0UP.

Titan's US agent: 23014 Roswell Lane, Aurora, IL 60005
Periodicals postage paid at Aurora, IL and at additional mailing offices
POSTMASTER: Send address changes to Star Wars Insider, PO Box 2000,
Irvine, CA 92602-2007. US subscription \$24.95 per year;
Canada \$34.95 and International \$44.95.
Printed in the US by Brown, Binfen & Co.

AVAILABLE NOW
FROM JERRY VANDERSTELT
AND WWW.VANDERSTELTSTUDIO.COM!



THE LORD OF THE RINGS
THE FELLOWSHIP OF THE RING

Limited Edition Lithograph

Jerry VanderStelt

Own a limited edition lithograph of this stunning painting
by artist Jerry VanderStelt.
Each 24 x 30 reproduction will be hand-signed
and numbered by the artist.

THE LORD OF THE RINGS THE FELLOWSHIP OF THE RING

LITHOGRAPHS

GET THIS LIMITED EDITION COLLECTIBLE TODAY AT
WWW.VANDERSTELTSTUDIO.COM



NEW LINE CINEMA

© 2001 New Line Productions, Inc. All Rights Reserved.
The Lord of the Rings, The Fellowship of the Ring, The Two Towers and The Return of the King and the related characters, names, marks and
place names are trademarks of The Saul Zaentz Company LLC. All other trademarks and/or registered trademarks are the property of their respective owners.



COM-SCAN

THE LATEST NEWS AND INFORMATION FROM THE STAR WARS UNIVERSE

"WE COULD GO ON FOREVER!"

RICK MCCALLUM PREDICTS BIG THINGS FOR THE LIVE ACTION STAR WARS TV SHOW!

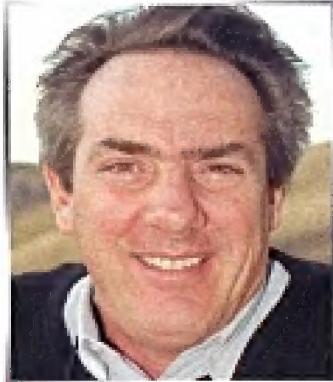
"HUNDREDS OF HOURS" OF NEW STAR WARS POSSIBLE.... AND BOBA FETT WILL BE "INSTRUMENTAL!" WORDS: PATRICE GIROD, IAN SPELLING

Star Wars Insider correspondents caught up with Rick McCallum twice recently, at the Reunion II event in Paris and in the U.S. Naturally, there was one major topic of conversation: What's happening with the live action TV series? Over to you, Rick!

Star Wars Insider: What's new on the Star Wars live-action TV series front?

Rick McCallum: I've been trying to get George to sit down and do the arc of the story since we came back from Cannes in 2005. And he has done everything to disappoint me [laughs]. He has had a lot of other things to do, like *The Clone Wars* animated series, and consulting for all the Lucasfilm companies, and also supervising the move of Lucasfilm to the Presidio. I love to give him a hard time about it, but he has been working hard. Finally he is starting to get the arc together.

We are at a point where we started up a small group of artists about a year ago with two really talented young kids, and now we have four. Erik Tiemens, who helped design Episode III and part of Episode II, joined us recently. So the artwork is really starting to flow; we have a great story idea, which I cannot talk about yet. And we have a group of six talented writers. We have two great writers from England, one from Australia, and three from the United States. Our plan had been to all meet at Skywalker Ranch at the end of November for our first writers' conference, but that now depends on the



length of the writers' strike. The first meeting will be about a week long, in order to develop the "bible" for the characters, in other words who they are and where they're going to go, along with some of the story ideas. We're going to try and hash out the first three or four episodes.

If we get lucky, if we get one, or two, or three story lines, the writers will go off and write their scripts. Then, hopefully by February, we will get the first scripts. At that time, we will know if we have something special and unique. We will do rewrites and keep polishing them until they're fantastic. That's when we will probably lock in the total arc of where the story is going to go for the first season, and by June we might have our first season done in terms of scripts. Once that happens, I will start preparing it as one big movie. By the end of 2008, or early 2009, we hope to be able to start shooting.

Are you excited by the art that you saw?

Oh, yes! It's fantastic! The great thing about TV is that we can move beyond the basic plot narrative that we're stuck with in a big feature film, and we can be completely character-driven. Then you can do stories that you can't ever do in feature film. If we get it right, and if it's dark, more adult, and much more dramatic—and if fans love it—then we could go on forever! We'd love to get to 100 episodes, since that's the golden number for all television series. The dream for us is to extend it even further than that, of course:



two or three simultaneous series coming out after the first year!

The first year we do one series, then the second year we do two series, then the third year we do three series. At the end of the day, if you really love the Star Wars saga, instead of six movies that last 12 or 13 hours, you will have hundreds of hours. We have this very rich period between Episode III and IV to do this—while Luke is growing up—a period of 20 years of the Empire pushing its influence around the galaxy. There are lots of exciting things to explore about power, the responsibility that goes with it, what an



Empire does, how an Empire evolves. So in terms of the subtext, there is lot of great stuff in there.

What can viewers expect to see?

This takes place between Episode III and IV, but with all new characters. This is about what happens to an empire. It's a much darker, much more character-based thing. It's not as plot-driven [as the movies]. One of the challenges we have is making it look like a feature on a television budget, with all new characters, new environments, new planets, and trying to keep the storyline alive for a lot of people.

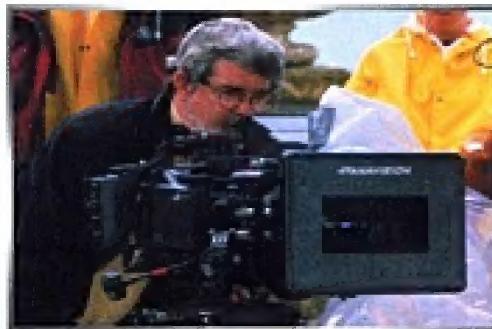
Tell us something we don't already know about the Star Wars live-action TV series?

Two words: Boba Fett! The series will be about brand new characters, a group of people that we haven't seen yet, except Boba Fett, who will be an instrumental part of it. The series will also showcase other bounty hunters. So with all these new characters, anything can happen.

50-page reviews of each film, after the films come out, from literally hundreds of people. Those are people who really spend weeks putting their thoughts together, writing about what they love, what they didn't love, what didn't make sense to them. I get just as many notes about what we should be doing. It's kind of fantastic.

As in Episode I, do you need to push the envelope in terms of technology for the TV series?

We have major challenges ahead, because it's not only the stories that we want to get absolutely right, but we've got to create a new set of technologies that allows us to make the TV series look like a feature film, but on a television budget. Because it's Star Wars, it has to have the worlds, it has to be big. That's the biggest challenge for both George and me. What drives us are the characters. That's the key for making successful TV. In fact, most of the best work in writing and directing is television. That's because you've met characters, you get to love them, and you spend 22 hours learning about



Do you know who will broadcast the TV show?

We don't know if it will be cable or network television. It really depends on what will be happening to TV in general. It would be great to have the show ready for the fall of 2009. If we can have the scripts ready by March 2008, we'd want to start production as quickly as possible.

Can you tell us what your favorite TV series is, and is there one that could be an example for what you want to do?

Film has always been a director's medium, and TV used to be a producer's medium, but now it's really a writer's medium. My favorite series is *Deadwood*. It's absolutely extraordinary. I also love *Rome*, *Wired*, *Boston Legal*, *24*, and *Prison Break*. But in sci-fi, *Battlestar Galactica* has been a great experience to watch and I've really enjoyed it. But it's the same situation: minimum money, minimum effects—it's really about the story.



Will each episode of the TV series have its own musical score?

It's our plan for each episode to have its own original music score, like we did for *The Young Indiana Jones Chronicles* TV series.

What do you make of all the Internet stories by people purporting to know in detail what the live-action series is about?

I love it. I'll tell you why I love it. Nothing is worse, having had so much experience making films where people walk out and they never think of the film again, than having people ignore your work. When you have people who are that obsessed, not only creating their own worlds, but creating their own stories about where they think *Star Wars* should go or what they think George should make, it's absolutely fantastic. I'll get 40,

them. I'm really looking forward to it because we can actually make this miniature film that will be fantastic not only for people who already love *Star Wars*, but for a broader audience.

Is your goal for the *Star Wars* live-action TV series to have large action sequences, even though it's TV?

Yes, but again, it's not so much the action, as it is character-driven. The idea is definitely to make it look like a feature film. But how do we do that? With a TV budget, how do we have digital animated characters? Do we have 3-D matte paintings when you walk out of a building? With TV you are always constrained, you are obliged to have all your action taking place in one or two different locations, usually interiors. But the moment you walk out of them, how do you see fantastic worlds and planets and creatures? That's the real challenge.

Do you talk with George about any non-*Star Wars* movies that he might like to do? Something like *THX 1138* or *American Graffiti*?

There is not one specific idea. There are lots of stories that he is interested in, which I can't talk about [laughs]. Here is what I'm hoping: if we can get *Red Tails* off and set up, and the *Star Wars* TV series, finally we've got enough going on to allow him to return to filmmaking. When you get older what really matters is your bookcase.

I met a wonderful director, Joseph Losey, with whom I never got a chance to make a movie. I had a wonderful script by Dennis Potter at the time called *Track 29*, eventually made by Nic Roeg. When I first saw Losey in his house in London, he had a wonderful office full of scripts and he had a small bookcase with just eight scripts in it. I asked "What are those?" He said, "These are the films that I have made, but all the others are the ones I still want to make."

At the end of the day, that's what it's all about. You want your shelf to be as big as possible. I'd love to see a new movie from George in the next few years. ☀

RED FIVE COLLECTIBLES

USA

YOUR SOURCE FOR EVERYTHING STAR WARS
HAPPY NEW YEAR

new!

ATTAKUS

new!

GENTLE GIANT
MAQUETTES



REDSCOLLECTIBLESUSA.COM

30th Anniversary Figures



Wave 6: Set of 5 \$49.99



Wave 7: Set of 5 \$49.99



Wave 7.5: Set of 7 \$69.99



Wave 8: Set of 6 \$49.99



2008 Wave 1: Set of 8 \$69.99

McQuarrie Figures



Boba Fett \$19.99 • Chewbacca \$15.99
Darth Vader \$19.99 • Han Solo \$14.99
Leia Starkiller Hero \$16.99
Rebel Trooper \$19.99
Snowtrooper \$19.99
Stormtrooper \$19.99



30th Anniversary
Galactic Hunt
Carded
Set of 12
\$199.99

Mighty Muggs



Series 1 \$14.99 each Set of 6 \$74.99



Series 2 \$14.99 each Set of 4 \$49.99

Comic 2-Pack

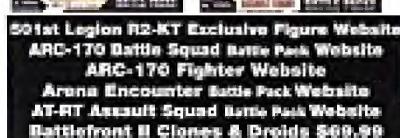


Wave 4 Set of 3 2-packs \$49.99



Wave 6 Set of 3 2-packs \$39.99

30th Anniversary Exclusives



501st Legion R2-KT Exclusive Figure Website
ARC-170 Battle Squad Battle Pack Website
ARC-170 Fighter Website
Arena Encounter Battle Pack Website
AT-RT Assault Squad Battle Pack Website
Battlefront II Clones & Droids \$69.99
Concept Grievous \$39.99
Disney Cantina Band Member Set of 5 \$149.99
Elite TIE Interceptor Website
Mall-in Set of 7 Cores \$49.99
McQuarrie Luke Skywalker \$39.99
McQuarrie R2-D2 & C-3PO \$24.99
Obi-Wan Jedi starfighter w/ Hanulla Pod Bike
Shadow Scout with Bike \$39.99
TIE Bomber Website
Unleashed ARC Trooper \$24.99
X-wing Fighter Website

Clone Attack On Coruscant \$49.99
Imperial Throne Room \$49.99
Clone Trooper (Target) G-0/9 \$24.99
Covert Ops Clone Trooper \$39.99
Darth Vader Lava Target Collector C-04 \$49.99
Duel at Mustafar Darth Vader \$19.99
Duel at Mustafar Obi-Wan Kenobi \$19.99
Holiday Darth Vader \$19.99
Leia Holographic \$19.99 • Wedge \$9.99



30th Anniversary Vehicles



AT-AP Walker \$39.99
General Grievous' Starfighter \$39.99
Obi-Wan Kenobi's Blue Starfighter \$39.99

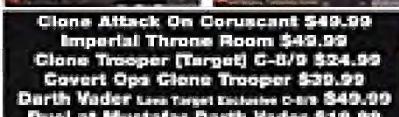
Saga II Exclusives



Action Figure Finn Figrin D'an and
the Modal Nodes \$29.99
501st Stormtrooper \$29.99
Endor AT-AT \$169.99
Luke's X-Wing (Dagobah) \$29.99
Mail-In George Lucas Stormtrooper \$49.99
Republic Gunship (Class War Version) \$99.99
Rogue 2 Snowspeeder \$59.99
Shadow Stormtrooper \$29.99



Episode III Exclusives



Clone Attack On Coruscant \$49.99
Imperial Throne Room \$49.99
Clone Trooper (Target) G-0/9 \$24.99
Covert Ops Clone Trooper \$39.99

Darth Vader Lava Target Collector C-04 \$49.99
Duel at Mustafar Darth Vader \$19.99
Duel at Mustafar Obi-Wan Kenobi \$19.99
Holiday Darth Vader \$19.99
Leia Holographic \$19.99 • Wedge \$9.99



ROTS KB 9 Pack \$39.99

Vintage Star Wars



SW Boba Fett
21-Back B AFA 85
\$5,499.99

POTF Nikto 92
Back AFA 85Y
\$7,999.99

Check Our Website For Thousands Of
More Vintage Star Wars Toys!

Master Replicas

FX Lightsabers



Anakin Skywalker (ROTS) Website
Darth Maul Single-Blade Website
Darth Maul Double-Blade Website
Darth Vader (ANH) \$99.99
Darth Vader (ESB) Website
Luke Skywalker (ANH) \$99.99
Luke Skywalker (ROTJ) Website
Mace Windu Website
Obi-Wan Kenobi Website
Yoda \$99.99

Master Replicas Studio Scale



Boba Fett Helmet
LE \$449.99 SE \$549.99

Clone Trooper Helmet
212th Battalion \$399.99
White \$349.99

Darth Vader Helmet (Ep. 3)
LE \$799.99 SE \$899.99

Stormtrooper Helmet LE
\$399.99

Master Replicas

Limited Edition/Signature Edition



Anakin Skywalker (ROTS) Lightsaber \$249.99

Boba Fett Blaster SE \$679.99

Darth Vader Lightsaber (ANH SE) \$999.99

Han Solo (ESB) Blaster \$269.99

Leia Blaster \$249.99

Luke Skywalker Lightsaber ANH Elite \$699.99

Lightsaber (ESB) LE \$399.99

Lightsaber (ESB) SE \$749.99

Lightsaber ROTJ \$699.99

Lightsaber ROTJ Y2 Website

ESB Blaster \$499.99

Qui-Gon Jinn LE Lightsaber \$319.99

Stormtrooper Blaster Website

Yoda (ROTS) Lightsaber \$249.99

Gentle Giant Statues



**Chewbacca Animated \$79.99
Emperor Animated \$79.99
Han Solo Animated \$79.99**

Gentle Giant Mini-Busts



**Boba Fett (Classic) \$49.99
Camouguard Guard \$79.99
Emperor's Royal Guard \$49.99
Aayla Secura \$49.99
Admiral Ackbar \$49.99
Sheek T'li \$49.99**

30th Anniversary Specials



**30th Anniversary Death Star Trooper \$39.99
30th Anniversary Luke Skywalker Jedi Knight \$39.99**



**30th Anniversary Stormtrooper \$5.99
30th Anniversary Yoda with Kybuck \$4.99**

We Are Buying Toys!!!

We Buy Vintage & Modern Collections.

Please email your list of items for sale to buying@brianstoys.com or fax to (608) 687-7573

For A Complete Buy List Please Visit

www.brianstoys.com/buylist.htm



Star Wars Toys A to Z only at www.brianstoys.com



Star Wars One of Each Figure Club Membership

How does the club work?

When you sign up for the One of Each Figure Club, you will no longer have to worry about scrambling to find new figures or pre-ordering the latest series of action figures. As soon as the latest wave arrives, we will charge your credit card and send you one of each new basic Hasbro Star Wars figure for \$7.99 each. This club will only apply for basic Star Wars figures. It will not include Vintage style, Collectors, Greatest

Lifes Aweomse, Ultimate Galactic Hunt, or other Chase figures. We may occasionally email you to announce when these other new Hasbro items are available, and discounts for these may be available for club members.

Basic figures will continue to ship indefinitely as new figures are released. If there are ever any changes to the terms or pricing of this club, you will be notified by email.

Is there any cost to join?

There is no cost to join the club. We will not charge your credit card until your first wave of figures is ready to ship. You will continue to be charged for subsequent waves of figures as they are ready to ship.

What Wave of figures will I receive first?

Check our website brianstoys.com/club or email sales@brianstoys.com or call (608) 687-7572 to see which wave will be shipping upon signing up.

What are the shipping and handling charges?

Domestic shipping and handling will be \$9.99 per wave (by UPS Ground) and international shipping and handling will be \$19.99 (First Class Mail International) per wave. When checking out, a shipping charge and a \$2 handling charge will show up in your shopping cart. You will not actually be charged the shipping and handling shown in your shopping cart.

How early will I receive my waves of figures?

Brian's Toys will make every effort to ship your figures as quickly as possible, usually within several days of receiving our shipment from Hasbro. However, at times Hasbro delays portions of our order. While you generally will receive your waves of figures promptly, at times the wave may be set back due to delays from Hasbro.

How do I sign up for the One of Each Figure Club?

To sign up, go to brianstoys.com/club, email sales@brianstoys.com, or call (608) 687-7572.

Premier Membership - Be the FIRST to get your new figures!

Sign up (or upgrade if you already have a standard membership) to the One of Each Figure Club Premier Membership and your waves of figures will ship first (as soon as they arrive from Hasbro) by 2nd Day UPS.

The cost per figure is the same at \$7.99 each. Your shipping and handling will be \$24.99 per wave (international customers' orders will be shipped by Global Priority Mail and the shipping and handling charge will be \$39.99 per wave.).

Go to www.brianstoys.com/premierclub to sign up.

If you are already a member, please email club@brianstoys.com or call (608) 687-7572 and request an upgrade to your membership.

Other "One Of Each" Clubs

• Exclusives are not included in One of Each Clubs

• Email club@brianstoys.com, call (608) 687-7572, or go to the web addresses below to sign up!

Star Wars

Expanded Universe

2-packs \$11.99 each.

Go to brianstoys.com/euchub for more details, and to sign up!



Star Wars Gentle Giant Mini-Busts

15% off of the Brian's Toys retail price.

That's \$42.48 for most mini-busts!

Go to brianstoys.com/minibustclub for more details, and to sign up!



Star Wars Sideshow 12" Figures

\$49.99 each

Go to brianstoys.com/12club for more details, and to sign up!

Star Wars Attakus Statues

15% below the suggested retail price.

Go to brianstoys.com/attakusclub for more details, and to sign up!



Star Wars Gentle Giant Animated Maquettes

15% off of the suggested retail price.

That's \$97.99 for most maquettes! Go to brianstoys.com/maquetteclub for more details, and to sign up!



Shipping and Handling vary from club to club. Please check each club's url for complete details.

Brian's Toys
W730 HWY 35 P.O. Box 95 Fountain City, WI 54629

Phone: (608) 687-7572

Fax: (608) 687-7573 email: sales@brianstoys.com

www.brianstoys.com

WE ACCEPT ALL MAJOR CREDIT CARDS

Prices and availability are subject to change.

Please call, fax, or e-mail to confirm prices and availability.



**Get Our Latest Catalog!
48 Color Pages of Our Complete Inventory**



Log onto www.brianstoys.com and click on "Request a Catalog" or you can call, email or fax us your address.



TALES OF THE BOUNTY HUNTERS

THEY MAY BE MINOR CHARACTERS ON SCREEN,
BUT BEYOND THE SIX STAR WARS FILMS,
BOUNTY HUNTERS HAVE MADE A SIGNIFICANT
IMPACT ON THAT GALAXY FAR, FAR AWAY.
WORDS: DANIEL WALLACE

"THEY ARE WORKING FOR THE EVIL EMPIRE, AND CLEARLY HAVE NO QUALMS ABOUT KILLING. HENCE VADER'S WARNING OF 'NO DISINTEGRATIONS.'"

LUCASARTS' HADEN BLACKMAN

B

bounty hunters! Their appearance en masse in *The Empire Strikes Back* struck a note of moral ambiguity in a film series that had already started to deepen its themes.

A New Hope reveled in a *Flesh Gordon*-style depiction of good and evil—exemplified by white-garbed Luke Skywalker and black-armored Darth Vader—but the arrival of Boba Fett (clad, appropriately enough, in gray) provided a new window through which to view the struggle of Rebels vs. Empire. Admiral Piett may have sneered “We don’t need that scum,” but Vader proved that even the Empire sometimes needs specialists. For fans, that was a welcome development.



But what are bounty hunters? Just like in our world, they’re freelance fugitive trackers who are authorized to bring in wanted felons when official channels fail. Bounty hunters in *Star Wars* will work for any side so long as the credits keep flowing, and they need only two things: a fast ship and a killer instinct.

Weapons help, too. Boba Fett employs a rocket shooter, flamethrower, EE-3 carbine rifle, and extendable grappling-cord, while the lizard-faced Bossk eschews variety in favor of a brute-force micro-grenade launcher. The insectoid Zuckuss uses quasi-mystical rituals to track his quarry but finishes his lights with a GRS-1 snare rifle. Zam Wesell exhibited a fondness for venomous centipedes. Bounty hunters don’t even have to be living beings—with their infrared scanners and tireless robot limbs, 4-LOM and IG-88 are weapons in themselves.

GRAY MORALITY

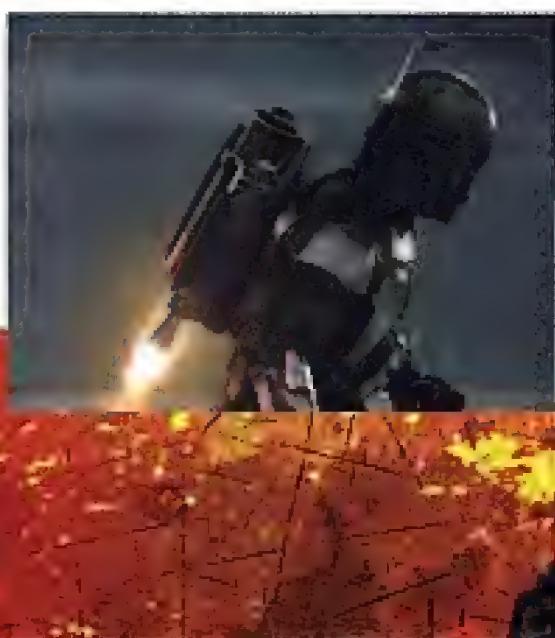
If bounty hunters are essentially independent law officers, why do they have such a shady reputation in the *Star Wars* movies? “I think they’ve been firmly established as a major part of the *Star Wars* underworld—that seedy underbelly that isn’t necessarily affiliated with the Jedi, Sith, Empire, or Rebellion,” says LucasArts writer Haden Blackman. “A lot of that stems from how we’re first introduced to them. They are working for the evil Empire, and clearly have no qualms about killing, hence Vader’s warning of ‘No disintegrations.’ During the Emperor’s rule, it’s probably safe to assume that the Rebels didn’t pay nearly as well as the Empire or the Hutt, which means that most bounty hunters were working for the wrong side.”

Dark Horse editor Randy Stradley weighs in with a similar opinion. “The police are instruments of justice. They’re supposed to do the right thing, enforce the law, and maintain order,” he says. “Bounty hunters on the other hand are instruments of expediency. They care little for legal niceties or lawful due process. Instead, it’s all about getting their man and collecting the bounty on his head—regardless of whether he’s guilty or innocent. It’s law enforcement for



profit, and their methods tend to be rough. Which is not to say there couldn’t be ‘good’ bounty hunters, but there probably aren’t many of them. I think it takes a certain kind of mindset to make a career out of hunting your fellow sentients. A good and decent man probably wouldn’t enjoy the job.”

Despite their violent careers, bounty hunters aren’t necessarily bereft of ethical standards. Most live by the Bounty Hunter Code, which specifies that no hunter shall kill without cause or interfere with another’s hunt. Precepts such as these are the calling cards of the Bounty Hunters’ Guild, an organization that streamlines the hiring process for prospective clients and provides them with a basic guarantee of contractor quality. Not everyone plays by Guild rules, however, and “hunt saboteurs” make their living by sidestepping bounty hunters and ferrying wanted criminals to safe houses.





A galaxy of heroes (left to right), Anakin Skywalker, Obi-Wan Kenobi, C-3PO, Greedo, Jar Jar Binks, Darth Vader, and Zuckuss—plus droids in three different ways.



If the movies made bounty hunters stars, the Expanded Universe has made them ubiquitous. Bounty hunters are familiar characters in novels, comics, and games, and they promise to electrify the upcoming live-action TV show. One thing is certain—no matter where they show up, they bring danger. As General Grievous put it, "A death mark's not an easy thing to live with," and every day it's a bounty hunter's job to prove him right.

THE HUNT IS ON

Video games, offering the first-person immersive qualities of sight, sound, and motion, can soak fans in the bounty hunter experience like no other medium. While hunters had appeared in early LucasArts games (such as *Dark Forces*), their role was that of antagonists. A 2002 console game—inspired by the debut of Jango Fett in *Attack of the Clones*—changed that by giving the profession a starring role. The game was called, appropriately enough, *Bounty Hunter*.

Project leader Jon Knobles set out to tell Jango's backstory as an *Attack of the Clones* prelude, explaining how and why Count Dooku selected Jango to be the template for the clone army. "It was really a character-driven experience more focused on Jango's singular journey," says Hayden Blackman, but the game introduced a system whereby players could scan

passersby to see if they had prices on their heads, then choose whether to capture the offenders for credits.

"Bounty hunters are an iconic part of *Star Wars*, and when you hear the term, you instantly begin to dream of all the implied possibilities," says Blackman. "Bounty hunters have a clearly defined mission and role, and are generally tough. A bounty hunter character could be working for the Empire one moment, and the Rebellion the next, and it all still makes sense."

If gamers enjoyed living vicariously as Jango Fett, it stood to reason that, given the chance, a large percentage of fans would pursue the bounty hunter path in *Star Wars Galaxies*—the build-your-own-character multiplayer online experience. Blackman, one of the producers of *Galaxies*, knew that introducing bounty hunters as a player class had the potential to upset the game's carefully calibrated power balance.

"BOUNTY HUNTERS ARE INSTRUMENTS OF EXPEDIENCY. THEY CARE LITTLE FOR LEGAL NICETIES OR LAWFUL DUE PROCESS."
— DARK HORSE EDITOR RANDY STRADLEY

"Designing the bounty hunter class was challenging because of all the expectations set by the films and the Expanded Universe," he explains. "Bounty Hunters are an incredibly varied group, with a wide range of abilities, armor, and weapons. Some are even skilled enough to take on a Jedi alone. Ultimately we created a profession that was easy to get into but difficult to master, and yet yielded huge rewards when you reached the pinnacle of a bounty hunter's abilities. Allowing bounty hunters to hunt Jedi in space, which is a very different experience than fighting on the ground, also proved an interesting challenge."

Bounty hunters have continued to pop up in games taking place in every time setting, from the ancient past (Calo Nord in *Knights of the Old Republic*) to the later struggle of the Galactic Civil War (Boba Fett is a playable character in *Star Wars Battlefront II*). Look for the trend to continue. After all, as Blackman points out, bounty hunters "have all the cool armor and gadgets!"

Multimedia giant LucasArts is continuing its tradition of never letting the bounty hunters off the hook.

BY THE BOOK

Star Wars novels have gone a long way toward fleshing out the world of the bounty hunter, taking material introduced in roleplaying game sourcebooks and detailing the dog-eat-dog competition among members of this ruthless occupation. *Shadows of the Empire*, from 1996, spotlighted the search for the carbonized Han Solo between the events of

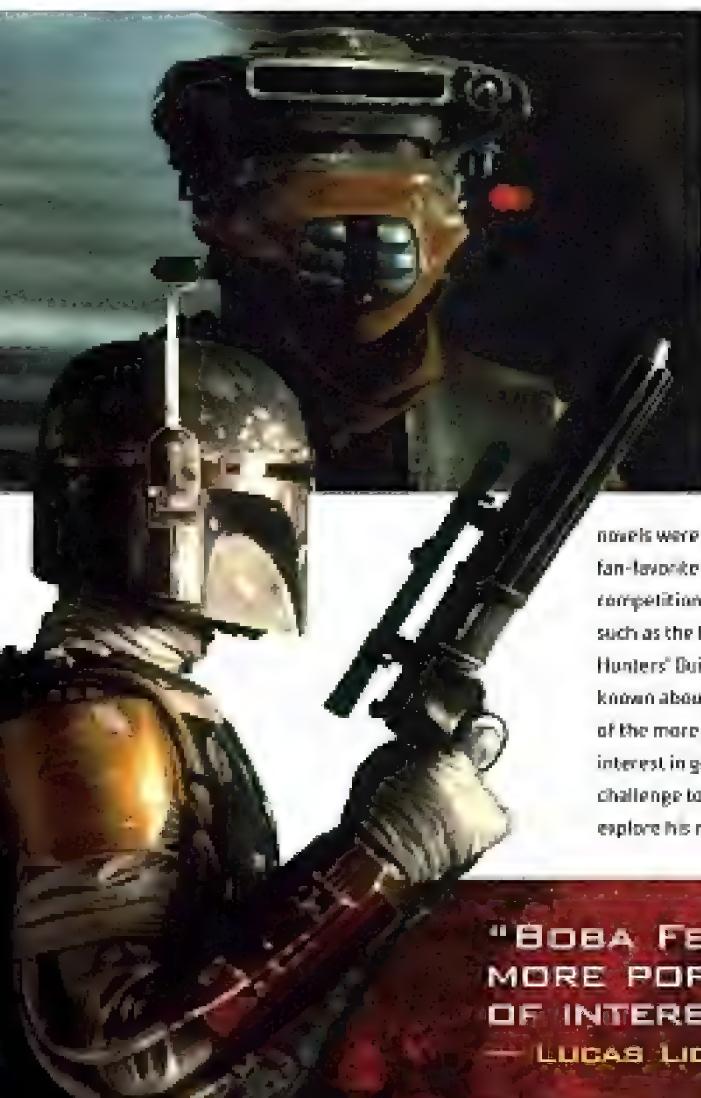




The Empire Strikes Back and *Return of the Jedi*, Boba Fett's trip from Cloud City to Jabba's palace wasn't a straight journey, and our heroes had to become bounty hunters in order to track a bounty hunter.

"We wanted to set up Leia's arrival at Jabba's palace, dressed as the bounty hunter Boushh," explains Lucas Licensing Executive Editor Sue Rostoni. "We thought it would be logical for Chewie to pose as a bounty hunter as well, changing his appearance so that he wouldn't be easily recognized." Chewie took the identity of the Wookiee hunter Snoova, sporting a bushy-cut hairdo and an angry snarl (also cast in plastic, as a Hasbro action figure). Snoova's career came laden with irony, since Wookiees=classified as a slave species by the Empire—often found themselves the targets of hunters.

Bounty hunters took center stage in K.W. Jeter's 1998 trilogy *The Bounty Hunter Wars*. Rostoni says the



novels were conceived as an opportunity to showcase fan-favorite Boba Fett, as well as to shed light on the competition and infighting found within fraternities such as the Bounty Hunters' Guild. "The Bounty Hunters' Guild was well-known, but not much was known about it," she says. "Fett has always been one of the more popular characters and we had a lot of interest in getting to know him better. It was a challenge to focus on a 'bad guy' character and explore his motivations."



In the trilogy, Fett mercilessly disassembles the Guild by splitting it into warring factions, exposing the selfish hearts of its members. This takes place amid Fett's utter indifference to the chaos he's triggered. "My take on bounty hunters is that they are mercenaries, working for hire," says Rostoni. "They've been portrayed as the hit men of gangsters and mob bosses. It may just be the positioning of the hunters in the movies that has given them that persona. Fett certainly has a strong personal moral compass, although I don't think he really cares about the integrity of whomever hires him or the innocence or guilt of the merchandise—he just does his job."

Rostoni says Fett and the others will continue to star in novels, including the current *Legacy of the Force* series. "More of their personal lives and back-stories are being explored, especially Fett," she promises. "The reader gets to see behind-the-scenes and it may or may not be what's expected. Personally, I find it fascinating."

IN THE FRAME

Comic book creators have loved to feature bounty hunters since the beginning. Original publisher Marvel Comics introduced the cyborg tracker Valance, and told its own version of the post-Empire search for Solo with cameos from the movie's bounty-hunting crew. Over in the newspaper comics (later collected as *Classic Star Wars*), writer Archie Goodwin and artist Al Williamson told no less than two versions of the "bounty hunter on Ord Mantell" tale referenced in Empire dialogue; one showcasing a new hunter (Skorr, and his assistant Gribblit); and a second starring the familiar lineup of Boba Fett, Dengar, Zuckuss, 4-LGM, IG-88, and Bossk.

"BOBA FETT HAS ALWAYS BEEN ONE OF THE MORE POPULAR CHARACTERS AND WE HAD A LOT OF INTEREST IN GETTING TO KNOW HIM BETTER."

— LUCAS LICENSING EXECUTIVE EDITOR SUE ROSTONI

"EVER SINCE HAN SOLO FACED OFF WITH GREEDO, BOUNTY HUNTERS HAVE BEEN SOME OF THE MOST INTRIGUING CHARACTERS IN THE STAR WARS GALAXY."

—STAR WARS PRODUCER RICK McCALLUM



When Dark Horse took over the Star Wars license in the early 1990s, it found a durable anti-hero in Boba Fett. After bringing Fett back from *Return of the Jedi*'s death-by-Sarlacc in *Dark Empire*, Dark Horse enlisted writer John Wagner and artist Cam Kennedy for a series of darkly comic Fett tales collected under the title *Death, Lies, and Treachery*.

"That one was pretty much a no-brainer," says editor Randy Stradley. "After the two *Dark Empire* series, everybody wanted to see more work from Cam, and I think it was Cam himself who suggested John as the writer. John already had a reputation as a fine writer—and one who knew his way around tough guys like Boba Fett. The pairing seemed natural, and worked like a dream."

A more light-hearted bounty

hunter romp came with *Underworld*, a story that pitted teams of hunters against one another in search of treasure, and starred everyone from Lando Calrissian to Greedo. "We wanted to do something with all the bounty hunters and have Carlos Mella draw it," says series editor Dave Land. Stradley points out, "It's told in a lighter way. The galaxy is a huge place, and not every adventure has to end in saving it. There's plenty of room for humor, as well as drama. Some characters like Han and Lando exhibit a naturally comedic side, and it's fun to let those characters loose to play once in a while."

Stradley sees plenty of storylines still to be mined when it comes to bounty hunters, if only because fans never seem to get enough. "It's fun to walk on the wild side," he says, "to imagine the things we'd do if we were tough enough, or well-trained and well-equipped enough, or sometimes just crazy enough. The appeal the morally ambiguous anti-hero holds for readers is pretty much the same as the fondness we have for the hero—and the fascination we have with out-and-out villains. We're drawn to them because their lives and the choices they make are on a scale that dwarfs the kinds of actions we take."

HIS SCREEN BOUNTY

Bounty hunters first made their mark en masse in *The Empire Strikes Back*, but made a return engagement for the prequels. Pale-skinned Auru

Sing popped up briefly in *The Phantom Menace*, while *Attack of the Clones* saw the introduction of Zam Wesell and Jango Fett. The decision to introduce Jango was an easy one says producer Rick McCallum. "Ever since Han Solo faced off with Greedo, bounty hunters have been some of the most intriguing characters in the Star Wars galaxy," he says. "They have no rules to follow, they get the coolest weapons, and they're always living in a moral gray zone—which makes them endlessly fascinating. When we first caught sight of Boba Fett and his awesome armor, it was obvious there was a whole side of Star Wars that the movies couldn't explore. So, it was great to be able to incorporate some bounty hunters into the prequels."

Just because the film series is over, don't think you've seen the last Star Wars live-action adventure.

Star Wars is migrating from the big screen to the small with a planned television series.

While plot details are still under wraps, the drama will take place in the gap between *Revenge of the Sith* and *A New Hope*, and McCallum promises the return of some familiar faces. Boba Fett is already confirmed as a cast member. Beyond that, McCallum will only hint at bigger things to come, teasing that the show

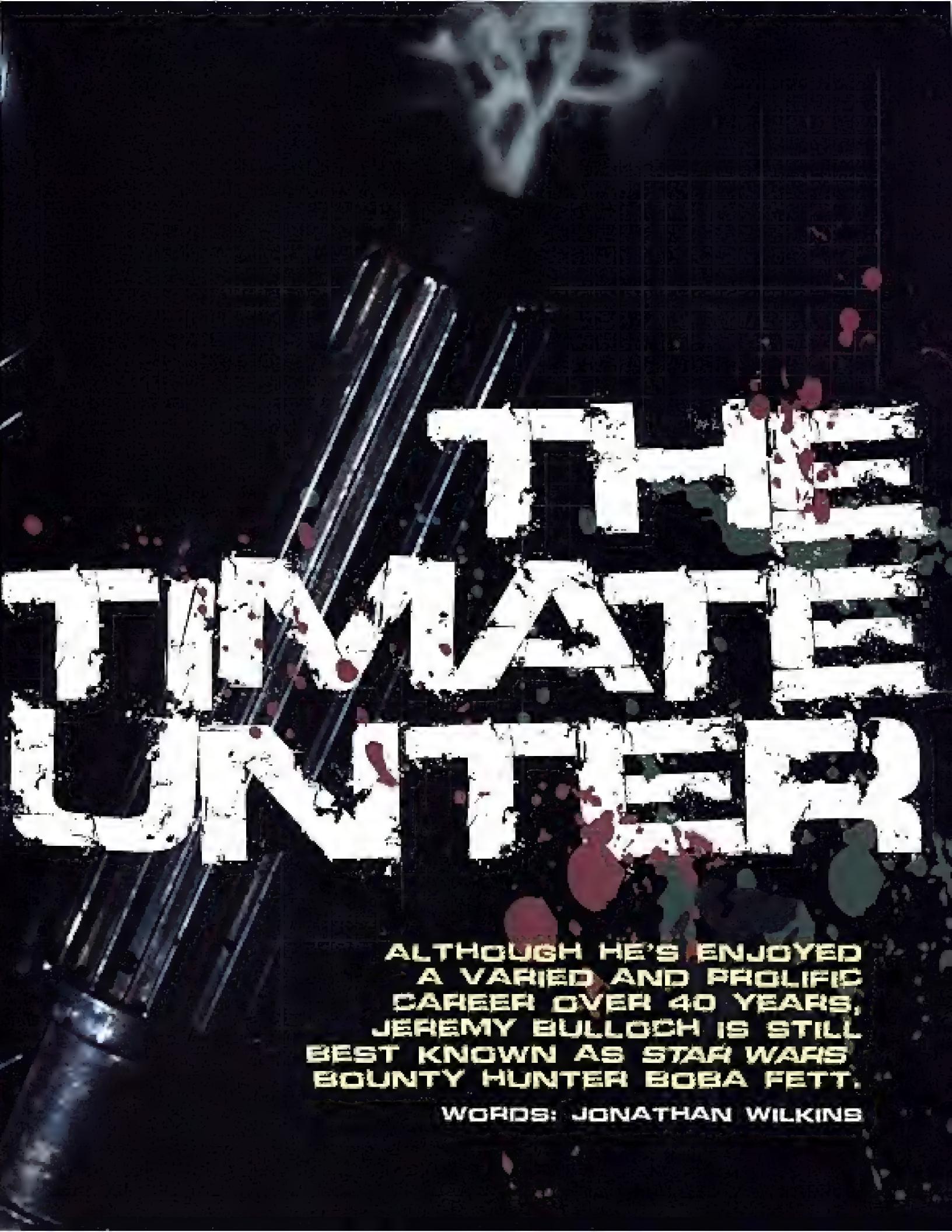
"will give us an amazing opportunity to tell more bounty-hunter-focused stories."

Whatever the future, it is clear that bounty hunters have made a

huge contribution to the stories that can be told along that galaxy far, far away. From relatively brief scenes in the original trilogy, bounty hunters have led us into a whole world of unexpected adventure. ☀







ALTHOUGH HE'S ENJOYED A VARIED AND PROLIFIC CAREER OVER 40 YEARS, JEREMY BULLOCH IS STILL BEST KNOWN AS STAR WARS BOUNTY HUNTER BOBA FETT.

WORDS: JONATHAN WILKINS

Insider: How did you get the role of Boba Fett in *The Empire Strikes Back*?

Jeremy Bulloch: My half-brother Robert Wacres was the associate producer. He said "Get your agent onto this, it's not much—only a couple of days—but they want to see people to play the bounty hunters." I was told that they only had one costume. I always say that if I hadn't fit the costume, I wouldn't have gotten the part. It was as simple as that. There was one outfit that zipped up the back. It was almost tailored, and the leggings drifted over the shoe. It was as if it was meant to be, as it was a perfect fit. I walked into the audition room and George Lucas said "Yeah that's fine. It's not very much, Jeremy, but we'll see you on Monday." That night I told my sons and they thought it was very cool! The two to three days turned into five weeks, and then I was asked back for *Return of the Jedi* for another four weeks.

Boba Fett first appeared as an animated character in the *Star Wars Holiday Special*. Yes, I saw the cartoon that Boba Fett appeared in that was part of the show. It was nice to see the character. One of the reasons that Boba Fett became popular is that you could send off for a Boba Fett figure if you bought a certain amount of other figures. You couldn't initially buy him in the shops. I remember being shown a plastic toy of Fett and I hadn't even finished the film! I thought that was rather amazing. In those days you didn't know what the memorabilia meant at all. The amount of stuff that's been made of Boba Fett is probably second only to Darth Vader. It's quite extraordinary.

Fett made a huge impact with surprisingly little screen time. How difficult was it to get the attitude and his movements right?

Well, perhaps I put myself down a bit, but when fans say "I like the bit where you turn round or the way you press a switch" I say, "Well I was probably falling asleep at the time!" I was working in the theatre at night and luckily as a masked character you couldn't see that I was quite tired! I used to stand in a certain way, tilt my head and use small, specific movements. Fett loved his weaponry, so I would cradle the gun in my arms and do things in the hope that the audience would notice.

In *Jabba the Hutt's Palace*, as the camera pans across, I would move my head a small amount. As you are doing that, you are working with the camera. The strength of Fett is not action. It is standing totally still, with just the odd movement.

There is a scene in the special edition of *Return of the Jedi* with the dancing girls where he tickles one of them on the chin. I don't think that's something he would do. They might hit on him, but he would always be on his guard. There must be many people and aliens after him and he wouldn't want to be caught with his trousers down!

What do you think is the secret to Boba Fett's success? Why is he such a fan favorite?

If you look at the outfit, as an actor you don't have to do much. The true success is all there in the outfit. He captures Han Solo, which is pretty cool, and briefly he answers Darth Vader back! Not

many people do that and get away with it. He's on his own. He means well, he's very honest about his job, and he's very good at what he does. To keep the mystique he shouldn't take the helmet off. You see Darth Vader unveiled, but with Fett I feel it would be best if you never see his face. You might hear him, but you never get a good look.

That helmet was quite restrictive, though. I couldn't see at all when I was walking down the steps while filming the carbon freezing chamber scene with Vader. My helmet was all misted up. I used to keep my head up and look down at my feet. I was so relieved to get to the bottom of the stairs that I took my eyes off for a second and stared on Darth Vader's cape. Of course, the outfit is top heavy so I went head-over-heels. I couldn't get up! I was saying "Can someone help me, but don't let me look as though I need any help. Just help me."

Lucas has said he underestimated the appeal of Fett, leading to Fett's quick death. How would you like Boba to have gone?

I think he should have gone after a much better fight than that! As a very good soldier and as a very cool character I thought he went far too quickly. He should at least have shown off some of the real fire power that he has, but that's film-making. When I was asked back to do *Return of the Jedi* the fans were very excited, but I played it down. I'm glad I had that attitude. It was enormous fun to do. It was just a shame Fett went a little bit too early, but that's showbiz!





"TO KEEP THE MYSTIQUE HE
SHOULDN'T TAKE THE HELMET
OFF. YOU SEE DARTH VADER
UNVEILED, BUT WITH FETT
I FEEL IT WOULD BE BEST
IF YOU NEVER SEE HIS FACE."

-JEREMY BULLOCH

JEREMY BULLOCH: FILMS WITHOUT FETT

He may be best known as Boba Fett, but Jeremy Bulloch has worked with some big names on both sides of the camera

On working with Peter Sellers on *Hoffman*

It was a small cast of four and he used to practice his funny voices on us. He was huge fun but no one knew what was going on behind all that. He was really nice to me and he used to make me laugh all the time. I thought I was going to be fired if I didn't keep a straight face and stop giggling. As a comedy actor he was excellent. When you look at him in things like *The Pink Panther*, it's wonderful stuff, and his timing is superb. You hear stories about his complicated life, but you must judge him for what he did for the whole profession.

On working with Lindsay Anderson on *O Lucky Man!*

I always found Lindsay to be great fun. I worked with him a few times. I did a commercial with him for a Ewbank carpet sweeper where we had a day to rehearse! I thought "Why does he want a day to rehearse? I'm just cleaning the floor!" But he knew what he wanted. Years after *O Lucky Man!* he asked me to be in *Rosencrantz and Guildenstern Are Dead* at Stratford East, but I had to decline. I don't think that went down very well. I don't know if he took it as an affront, but I never worked with him again. I was going to be in *Britannia Hospital*, but was never called. He had an ensemble cast and they all worked with him time and time again.

On working with James Bond in *The Spy Who Loved Me*

When I saw the huge set on *The Spy Who Loved Me*, it was just extraordinary. First of all there was the interior of the submarine - that was fantastic enough. Then I was getting shot to pieces on that super tanker set, with stuntmen falling into the water. When you look at it and think how much it cost, it was just incredible.



What do you think about the new members of the Fett family introduced in the later Star Wars prequels?

I first met Daniel Logan, who plays the young Boba Fett, and Temuera Morrison, who played his father, a few years ago. It was great. Temuera said, "Well you started it all." People often ask me about the voice, which wasn't mine to start with. It was dubbed by an American actor named Jason Wingreen. On the new DVD versions it was re-dubbed by Temuera. I understand why they did it. It was originally raspy, but now has the New Zealand stress on different words. They've done it so there is strong continuity between films.



DANIEL LOGAN: BEING BOBA

New Zealand-born actor Daniel Logan played the part of young Boba Fett in *Attack of the Clones*. Appearing before an audience of fans at Celebration Europe, he recounted his experiences as a Fett.

On getting started in acting

I was 11 when I got my first role in a rugby commercial. There was an audition and I got the part. I played rugby for years and really wanted to become a rugby player.

On becoming young Boba Fett

It's really strange how it actually happened. It was crazy. I never imagined being an actor or ever being in a play, let alone a film. My agent called and screamed "I got you an audition for *Star Wars*!"

I go "Alright, is that another little movie in New Zealand, or something?" I really didn't know! I turned to my Auntie and said "Auntie, I'm auditioning for *Star Wars*." She said to me "Do you realize this is going to change your life? You'll never be the same boy ever again." And it has changed my life. I've been able to meet some extraordinary people and also travel.

On working with George Lucas

Well, he basically said "Hey there, Daniel, how you going?" He was really nice to me. He said "Have you seen *Star Wars*, Daniel?" I said "No, I haven't actually." To New Zealand, you change your clock back two centuries. We're only just getting VCR.

On discovering Boba Fett

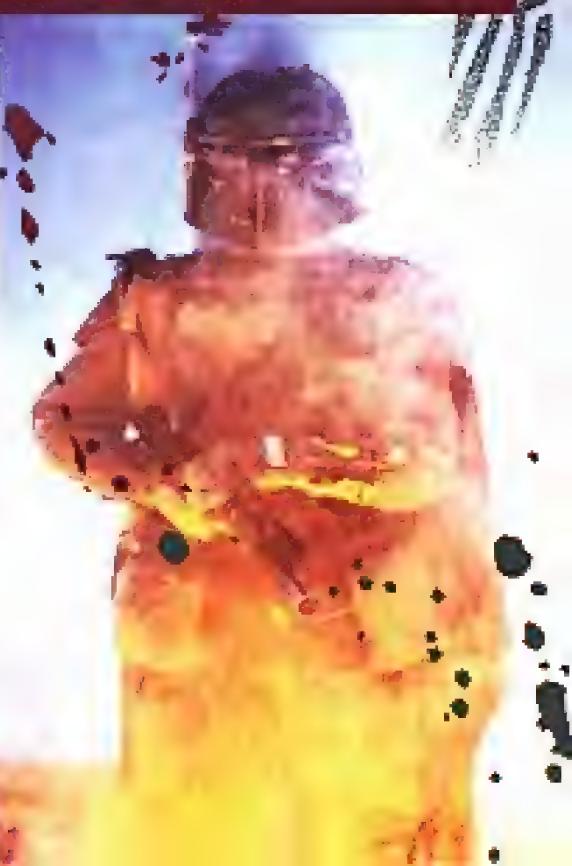
I had no idea who he was, but now I love him. George had me sit down and watch the first three movies. I watched the first one and he said "I want you to watch Boba Fett and see how he is." So I'm watching the first one: "Where's Boba Fett?"

He's hardly even in the first one! I got to the third one and wondered "How long am I going to be on this film?"

You appear briefly out of the Fett fatigues in *Episode II* and again in *Revenge of the Sith*. What was it like returning to *Star Wars* for Episode III? When I did that I was quite nervous. I didn't have much dialogue—a line and a half. George was exactly the same and there was a lovely relaxed atmosphere. My work was mainly with the green screen. I knew the cameraman, the assistants and the unit photographer Keith Hamshere was in *Play It Cool* with me. We had a long chat after. It was wonderful. I was there for a day and the atmosphere was magic.

What is the best thing about being part of *Star Wars*?

I've done a lot of work, but at least I'll be remembered as Boba Fett. People will always remember *Star Wars* even in 50 years time. Hopefully people will remember the theatre plays and television, but to be known for being part of the *Star Wars* saga, it's a part of history. ☺



STAR WARS

mimobot® series 1



mimobot®

Art Toy USB Flash Drives

©2008 Lucasfilm Ltd. & TM.
All rights reserved.



gloomy
bear
X
mimobot®

check
www.check.net



Now available at www.mimobot.com

Produced in limited editions, mimobot® Art Toy USB Flash Drives are preloaded with bonus removable content such as animation, music, wallpapers and more! Available in 512MB to 4GB capacities, hi-speed USB 2.0, Mac and Windows compatible.

Your Star Wars Destination Since 1996!

Action Figures • Bobble Heads • Comic Books • Prop Replicas • Vehicles • Even a Star Wars Tooth Brush!

A New Hope for the Republic!

Great armies aren't just born; they're trained. Entertainment Earth and Hasbro celebrate the Grand Army of the Republic with the Star Wars Elite Forces of the Republic collection. Featuring 14 action figures based on the clone army and its fearsome instructors, this Entertainment Earth exclusive set includes fan favorites like Omega Squad and all-new figures such as Isabe Reau. Each distinctive 3 3/4-inch figure features 10 to 14 points of articulation and comes armed to the teeth with terrific accessories like blasters, rocket packs, and removable helmets!

EE Exclusive Star Wars Elite Forces of the Republic

Comes in 2 individually boxed sets of 7 action figures each; 14 figures total.
HS87467AA \$66.99



EE EXCLUSIVE EDITION
Entertainment Earth
www.entertainmentearth.com
EXCLUSIVE



Stewie Strikes Back!

This Entertainment Earth exclusive character key is composed of a cel layer floated over a lithographic background and comes matted with a title tag and certificate of authenticity. Limited edition of 1,000 pieces. Matted measurements are 6-inches tall x 8-inches wide.

EE Exclusive Star Wars Family Guy Darth Stewie Character Key AMFGCK02 \$29.99

Subject to licensees approval.

Own Your Very Own Droid!

Standing nearly 15-inches tall, R2-D2 is your plastic pal who's fun to be with and a handy aid to navigating your way around the universe. This easy-to-control hyper-functional droid walks, talks, and responds to your command. Resourceful and adventurous, R2-D2 is ready, willing, and able to serve. He navigates, patrols, and finds you on his own; guards and protects your room with his sentry room alarm; plays multiple interactive games; remembers and reacts to key Star Wars characters; and more! Requires 4x "AA" and 4x "D" alkaline batteries, not included.



Star Wars R2-D2 Interactive Astromech Droid HS87245 \$109.99



MINT CONDITION GUARANTEED

RISK FREE SHOPPING

HASSLE FREE 30-DAY RETURNS



Entertainment Earth

www.entertainmentearth.com

Call Today! 1-800-370-2320

Action Figures, Toys, Gifts, Collectibles, and Hundreds of Star Wars Items!

©2008 Entertainment Earth, Inc. All rights reserved. Logos and terms displayed may be trademarks of their respective companies. Product descriptions, item specifications, case and set illustrations, work times, prices, and ship dates are subject to change and availability without notice. © 2008 Hasbro Inc. Ltd. 8 & 10 or 14 when indicated. All rights reserved. Used under authorization.



ACME
DISCRETE
LIMITED



BOUNTY HUNTERS

GUILD HANDBOOK

THE ABILITY TO BECOME A BOUNTY HUNTER IS OPEN TO ALL LIFE FORMS IN THE GALAXY. SUCCESS DEPENDS ON A RUTHLESS NATURE, CUNNING, AND GUILE. IT'S A RANCOR-EAT-RANCOR UNIVERSE WITH GLORY-OR DEATH—JUST AROUND THE CORNER.

WORLD OF STAR WARS

DOWNLOAD >>>

INTEL >>>

THE BOUNTY HUNTERS CREED

NO BOUNTY IS WORTH DYING FOR

PEOPLE DON'T HAVE BOUNTIES,
ONLY ACQUISITIONS HAVE BOUNTIES

CAPTURE BY DESIGN, KILL BY NECESSITY

NO HUNTER SHALL SLAY ANOTHER HUNTER

NO HUNTER SHALL INTERFERE
WITH ANOTHER'S HUNT

IN THE HUNT ONE CAPTURES
OR KILLS, NEVER BOTH

NO HUNTER SHALL REFUSE
AID TO ANOTHER HUNTER

INCOMING ALERTS >>>

WARNING!

BE AWARE

THE BOUNTY HUNTER KNOWN AS BOSSK IS NOT
TO BE TRUSTED. CAPTAIN'S HONOR HAS ALREADY
BEEN BROKEN BY A HUNTER OF HIS OWN.

SHOOT FIRST,
ASK QUESTIONS LATER.
A SLOW BOUNTY HUNTER IS A DEAD
BOUNTY HUNTER. ALWAYS!

ONE HUNTER OF MANY

BOSSK

SPECIES: TRANDOOSHAN
SEX: MALE
HEIGHT: 1.9 METERS
WEAPONS: BLASTER RIFLE,
GRENADE LAUNCHER, FLAMETHROWER
VIRTUE: HOUND'S TOOTH

KNOWING HE WAS BORN WITHOUT THE TRANDOOSHAN GENE THAT REGENERATES MISSING TISSUE, ALLOWING HIM TO GROW BACK LOST LIMBS,

BOSK IS THE SON OF CARROSK, THE FORMER HEAD OF THE BOUNTY HUNTERS' GUILD. BOSSK WAS AWARDED THE TITLE MONARCH IN THE GOLDFEE SYSTEM, AND MURDERED THE HEAD OF CORSES ON CERULIA, HAL HORN.

BOSK GAINED CONSTELLATION PRINCE BY KILLING AND EATING HIS OWN FATHER. HOWEVER, UNDER BOSSK'S FLAWED LEADERSHIP, THE BOUNTY HUNTERS' GUILD SPLIT INTO TWO HAVING FACTIONS: BOSSK'S GUILD REFORM COMMITTEE AND THE TRIT GUILD BACKED BY CARROSK'S DEVOTED FOLLOWERS.

BOSSK JOINED THE DUNGY HUNTING TEAM THAT AND THE WICKED CHORALMAGEDDON, WHOM HE PLANNED ON DOUBLE-CROSSING.

HOWEVER, HE WAS CONNED INTO LIBERATING A WICKED PRISON CAMP AND FOUND HIMSELF CAPTURED BY THE IMPERIAL ARMY. UNLUCKILY, HE MANAGED TO ESCAPE.

BOSSK'S DEEPEST RIVAL IS BOBA FETT, AND ALTHOUGH THE TWO DID TEAR UP FOR A BRIEF PERIOD, HE NEVER GOT THE BETTER OF HIM. HIS SON AND GRANDSON RECENTLY MADE A BRAVE ATTEMPT TO INTERCEPT BOBA FETT AND CAPTURE HIM SOLO WHO HAS STILL SURVIVED IN CARRIONITE IN ROUTE TO IMPERIAL PALACE ON TAUNOON, BUT THE ATTEMPT WAS A DISMAL FAILURE.

BOUNTY ALERT >>>

INTEL >>>

WANTED

HAN SOLO

CHEWBACCA

WARNING

DEAD OR ALIVE!

(EXTRA BOUNTY IF DELIVERED FROZEN IN CARBONITE!)

FOR MORE INFORMATION CONTACT OUR FRIEND AT JABBA'S PALACE, TATOOINE.

REWARD SHALL BE PAID IN NEPTUNIAN CREDITS COURTESY OF

JABBA THE HUTT

DOWNLOAD >>>

"MY SHIP WAS BUILT
FOR SPEED, NOT LUXURY
ACCOMMODATIONS"

-BOBBY FETT

A FIRESPRAY-III-CLASS PATROL AND ATTACK CRAFT, ONLY ONE HUNDRED UNITS WERE EVER BUILT. LEGENDARY SLAVE I WAS A FAST SHIP THAT BOASTED BEAR MATCHLESS MANEUVERS, EXECUTIVE COMPUTERMEASURES, AND A MILITARY-GRADE SENSOR BLAYK. WITH A DEFENSIVE WEAP CONTAINING ROOM FOR SIX PILOTS AND ONE TONNE CARGO DESIGNED FOR CAPTURED JEDI KNIGHTS, SLAVE I WAS THE KIND OF SHIP THAT MOST ROBOTS FIGHTERS COULD ONLY DREAM OF.



ZUCKUSS

SPECIALTY: BAND

GENDER: MALE

HEIGHT: 1.5 METERS

WEAPON: BLASTER PISTOL,

VIBROBLADE, STUN GRENADES,

MERR-SANNI MUNITIONS GRS-1

SHANE RIFLE

NICKNAME: MIST HUNTER

AMONGST THE NUMEROUS BOUNTIES BROUGHT IN BY ZUCKUSS AND HIS FELLOW 4-LOMS, WAS HAN SOLO'S HEAD.

THE IMPERIAL HELPED THEM GAIN CONSIDERABLE NOTORIETY WHEN THEY HAD OVER TO THE REBEL ALLIANCE.

THEY SOON CHANGED ALLEGIANCE, HOWEVER, HELPING TO DESTROY THE KILL BILL TRANSPORT. BRIGHT HOPE, BUT AFTER BECOMING MOVED BY THE SURVIVORS' SENSE OF COMPRADESHIP ZUCKUSS AND 4-LOM JOINED THE REBELLION FOR A VERY BRIEF PERIOD.

AFTER 4-LOM WAS BLASTED INTO PIECES WHILE TAKING PART IN A MISSION TO STEAL HAN SOLO FROM SOBA FETT, ZUCKUSS PUT HER BACK TOGETHER AND THE PAIR RETURNED TO THEIR OLD WAYS.

DATA >>>

BUILD LEADERS

VOSSH

(OLD REPUBLIC ERA)

CARDOSSH

(REBELLION ERA)

BUILD COUNCIL

(LEGISLATIVE)

INFO >>>

THE HISTORY

The fate of a bounty hunter is fraught with hazard and the ever-present risk of sudden, painful death. For some, this is just enough and certain hunters, such as Fido Beld, are happy to take part in the lethal races (especially when there is a bounty on other racers' heads).

PROBLEMS IN THE FAMILY

ONE THING THAT THE FEELS ARE OFTEN FORGOTTEN IS THAT THERE AREN'T DESPITE THE INEVITABLE DEATHS OF HIS COUSINS, BELDO HAS A PART-TIME JOBSITE HUNTER AND LOCAL COURIER FOR DARTH THE HUT.

INTEL FILES >>>

DENGAR

Species: Human
Gender: Male
Height: 1.8 meters
Weapon: Blaster rifle,
Concussion grenades, vibroblade,
blaster carbine
Vehicle: Pursuing One Corellian
Jumpmaster 5000

A former slave who once killed his master, Dengar's resulting injuries were tended by the Empire. In doing so, the Empire reported any sense of compassion and emotion that Dengar once had, leaving him a broken man.

Dengar was one of the many bounty hunters sent in pursuit of Han Solo. Although he failed, he did find love with an ardent woman named Kuusaroo and went on to form a partnership with Boba Fett. His current whereabouts are unknown.



DATA >>>

IG-88

Following the events of the Cloud City Massacre, few felt comfortable seeing droids bearing arms. The Han Brood, known as IG-88, a relic from that era did little to dispel the fears of the galaxy's man-heavy citizens. Within seconds of activation, IG-88 had achieved sentience and killed the Holochan scientists who had created him. He immediately bits himself (four times) into three mechanical clones, denoted by letter-suffixes: IG-88B, C, and D.

Q-LOM

Species: Droid
Height: 1.6 meters
Manufacturer: Industrial Automation
Type: Protocol droid
Weapon: Concussion rifle, blaster pistol, stun-gas blower
Vehicle: Mist Hunter

A Lom began his build life as a cabin steward aboard a luxury liner. A flaw in his programming resulted in him stealing from the passengers he was created to serve. He was soon noticed by Jabba the Hutt, who reprogrammed his programming, giving him combat computer systems and adding the ability to harm sentient beings. He was then paired with the Sand Bounty Hunter Zuckuss.

THE MANY FATES OF IG-88

IG-88

A protocol droid in preparation for mass uprising destroyed during assault on Deathstar III.

B-bounty hunter destroyed on Cloud City.

C-bounty hunter destroyed by Boba Fett.

D-bounty hunter destroyed by Dash Rendar.

IG-88

IG-88

IG-88

IG-88

IG-88

IG-88

IG-88

IG-88

FEMALE HUNTERS >>>



OUR HERO OF SCUM

ZAM WESELL

SPECIES: CLANDESTINE
SEX: FEMALE
HEIGHT: 1.68 METERS
WEAPON: BLASTER PISTOL,
 PROJECTILE RIFLE,
 EXPLOSIVES, KOUHUNS
VEHICLE: E-300-2 AIRSPEEDER

ZAM WESSELL MADE HER WAY IN THE UNIVERSE BY USING HER SHAPESHIFTING SKILLS TO HUNT DOWN AND ASSASSINATE THOSE WITH PROBES ON THEIR HEADS.

OCCASIONALLY TEAMING UP WITH JANGO FETT, A BOUNTY HUNTER SHE MET BY DOING IT WHILE TRACKING COIN SMUGGLER BENBEE FUST, THE TWO HUNTERS SHARED A MUTUAL RESPECT FOR ONE ANOTHER. ZAM DIED INTRODUCED JANGO'S SON, BOBA, TO READING. KILLED IN AN ACCIDENT ON CORUSCAN, SHE PROVED TO BE YET ANOTHER WORTHY BOUNTY HUNTER SLAIN IN ACTION.

OUR HERO OF SCUM

AURAA SING

SEX: UNKNOWN
SEX: FEMALE
HEIGHT: 1.74 METERS
WEAPON: LIGHTSABER, BLASTER,
 PROJECTILE RIFLE
VEHICLE: MODIFIED SNOOP

ONCE A POTENTIAL JEDI HERSELF, AURAA SING SPECIALIZED IN JEDI HUNTS, COLLECTING AT LEAST SIX LIGHTSABERS FROM HER FALLEN FOES AS TROPHIES. ARMED WITH TWIN BLASTER PISTOLS AND A LONG PROJECTILE RIFLE, SHE CUT AN IMPOSING FIGURE WITH CHALK-WHITE SKIN AND LONG, WHITENING HAIR. SURVIVALLY ATTACHED TO HER SKULL IS A LONG, THIN SENSOR IMPLANT THAT AIDS HER IN HER HUNTS.

SING'S FATE IS UNKNOWN. ALTHOUGH SHE DISAPPEARED FOR YEARS, VAGUE BUNCHES SUGGEST THAT DURING THE GALACTIC CIVIL WAR SHE TOOK PART AS A COMPETITOR IN JABBA THE HUTT'S DEMOLITION CONTESTS.



INTEL >>>



OUR HERO OF SCUM

DURGE

SPECIES: GEONOSIAN
SEX: MALE
HEIGHT: UNKNOWN
WEAPON: BLASTER PISTOLS,
 EXPLOSIVES, POWER LANCE,
 ENERGY BOLA, SPIKED FLAIL
VEHICLE: MODIFIED SNOOP
 SPEEDER BIKE

ALTHOUGH HE IDENTIFIED HIMSELF AS A BOUNTY HUNTER, THE GEONOSIAN WARRIOR DURGE HELD NO ALLEGIANCE TO THE BOUNTY HUNTERS' CODE.

A MEMBER OF A SPECIES ABLE TO SUSTAIN SEVERE PHYSICAL INJURY AND TRAUMA, YET STILL SURVIVE, DURGE ALSO ROASTED STRONG REFLXES, MAKING HIM PRACTICALLY UNSTOPPABLE.

DURGE WAS BORN 2,000 YEARS BEFORE THE FALL OF THE REPUBLIC.

A PARTICULARLY AGGRESSIVE MEMBER OF HIS RACE, HE WAS PUSHED TOWARDS HIS DESTINY WHEN HE WITNESSED SOME BOUNTY HUNTERS IN ACTION.

ON BEING HIRED BY COUNT DOOKU, HE JOINED NEALI VENTRESS, A DARK JEDI AND COMMANDER WITHIN THE SEPARATIST MILITARY. THEY ORGANIZED A DEVASTATING CHEMICAL BLAUPH ATTACK ON THE GURUW CLOUDY MOON OF OHMA-D'UN. OVER NUMEROUS ENCOUNTERS DURGE PROVED TO BE A FORMIDABLE OPPONENT FOR JEDI AND REPUBLIC FORCES UNTIL, NEAR THE CLIMAX OF THE CLOUD WARS, HE WAS PROPELLED INTO A STAR BY ANAKIN SKYWALKER. ☀

IMPORTANT INFO >>>

PERMIT TO HUNT

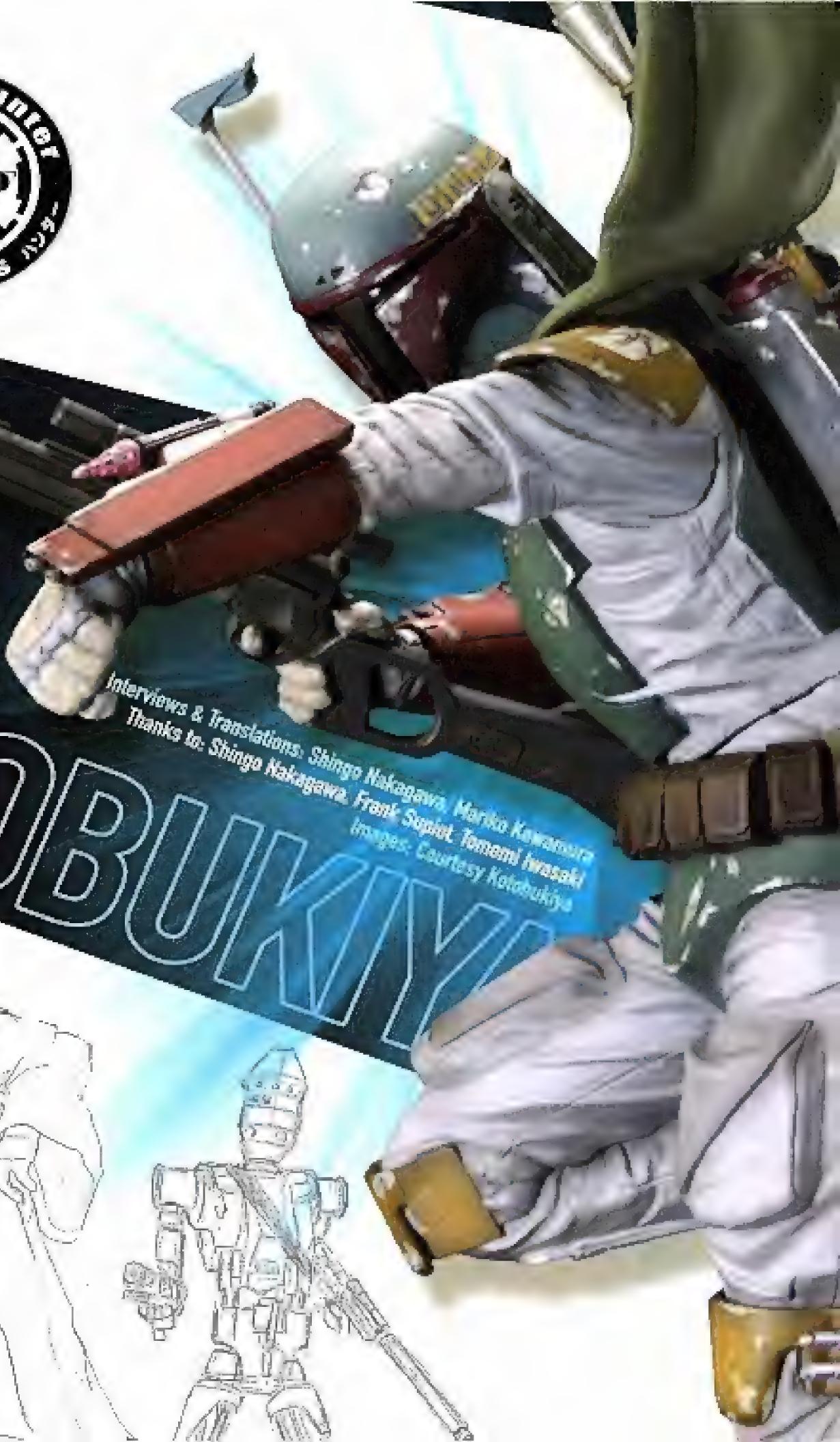
A B25 1-14 PERMIT IS REQUIRED TO BE SUBMITTED WHEN COLLECTING A BOUNTY. THIS ENTITLES A BOUNTY

HUNTER TO COLLECT THE MAXIMUM REWARD—INCLUDING LOCAL, SYSTEM, SECTOR, AND REGIONAL BOUNTIES.



KOTOBUKIYA

Interviews & Translations: Shingo Nakagawa, Mariko Kawamura
Thanks to: Shingo Nakagawa, Frank Sopiat, Tomomi Iwasaki
Images: Courtesy Kotobukiya





FEAT OF CLAY

STAR WARS INSIDER GETS A TRULY INSIDE VIEW OF THE PROCESS OF CREATING KOTOBUKIYA'S BRAND NEW BOUNTY HUNTERS SERIES

Many of us love to collect the great Star Wars products now available. One successful range in recent years has been the statues, busts, and figurines from the Japanese company Kotobukiya. We love putting together their detailed products and can admire them for hours, but we wondered: just what goes into actually making these figures?

When Kotobukiya revealed it was planning a series of interlocking bounty hunter figures for 2008, it seemed the right time to go behind the scenes, chat with the skilled craftsmen who sculpt the models... and show what the early-stage stages of those collections look like.

Kotobukiya's Bounty Hunter Series kicks off with Boba Fett but will include all the bounty hunters from The Empire Strikes Back: Dengar, A-101, Zuckuss, Boushh, and IG-88. Each model will include a bonus part; when all the parts are collected, you'll be able to build Darth Vader. For example, Boba Fett comes complete with Vader's left arm. Additionally, each model comes with a hexagonal base that can be converted to others in the series in any order, allowing for a variety of display options.

Here in the words of the model sculptors, alongside some great pictures, is your exclusive Insider tour of Kotobukiya's creative workplace.



KOHEI OKUI, SCULPTOR OF 4-LOM

"After discussing ideas with Kotobukiya, I create a general sculpt. Once the sculpt is balanced, I try to capture as much detail as I can by going back to the sketch. I try to be careful converting the 2-D parts into real 3-D parts. It all takes about a month, and 4-LOM's eyes took the longest. I'm not an artist, but a creative technician. I'd really like to model Han Solo."

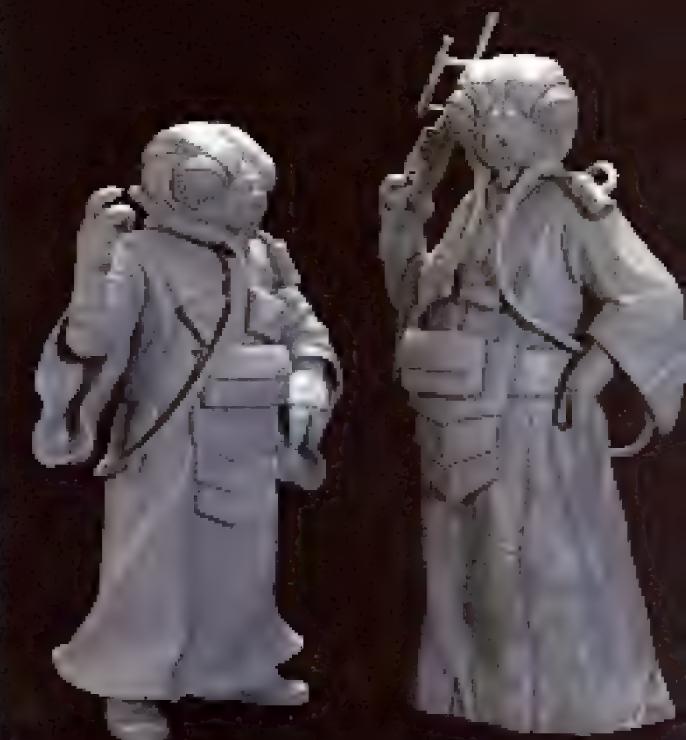
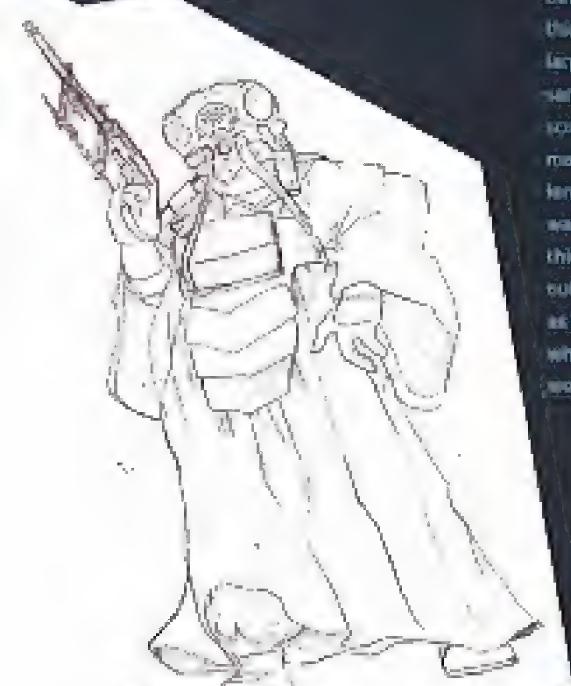


There were some major changes in the creation of this figure. In the original sketch 4-LOM was supposed to have two guns, but it was decided to go with just one gun held in an upright position. More reference material was received after the first approval, so it was possible to add more detail, especially on the head. The head was rounded, while the initial sculpt had a flat head at the top.

JUNNOSUKE ABE, SCULPTOR OF ZUCKUSS

"I usually take the sketch that our planning division provides us and draw out an overall image. Then I create a rough sculpt. Afterwards, I work on the detail. I mainly use Sculpey [clay] to mold. I try to maintain whatever makes the character unique. Zuckuss took me about 20 days, especially working on the skin texture. I'd like to work on Jabba the Hutt, all the Jedi, the Rancor that dwells under Jabba's palace—in fact, all creatures in general!"

Between sculptures one and two several things changed. First Zuckuss was made larger since, when compared to the Sandtrooper, Vader, and Boba Fett sculptures he seemed tiny. The body was made a bit thicker, while the cape was lengthened to hide his shoes. The cape was also crinkled a little more, and the thickness of "Zuckuss" fingers was evened out. The design of the sleeves was altered, as it was too close to Darth Maul's cape, while the size of the head and tubes were increased.





KELJI IWAKURA, SCULPTOR OF BOSSK

"I look over design sketches and reference materials many times, then create the shape with Sculpey. I try to express what the sketch reveals as much as possible. Sculpting usually takes about a month. On Bossk, I took extra time recreating the scales on his body. I also put a lot of effort into his pose, so that it brings out his character. I want to meet the demands of our fans. There are many other characters I'd love to do. I would especially like to make some Ewoks, a Sand People family, Jawas, and Watto."



In the original sketch Bossk has a hand grenade in one hand and a gun in the other. Based on feedback from Lucasfilm, Bossk's pose was changed and the hand grenade removed.

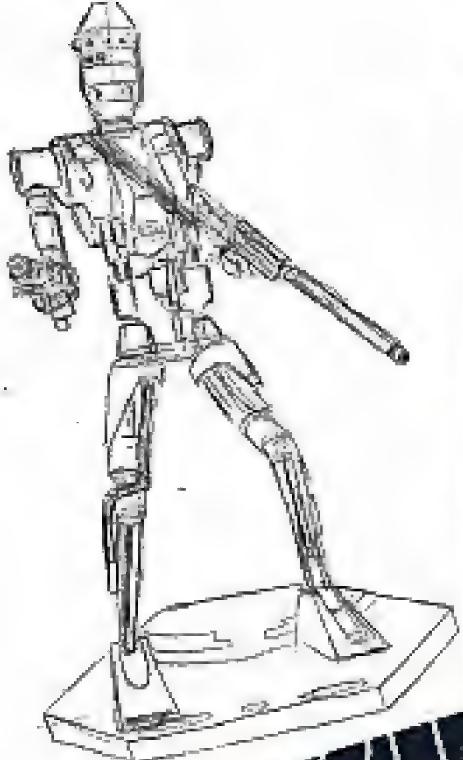
Between sculpts several things changed: Bossk's thighs and legs were resized because, when compared to the upper part of the body, they seemed too masculine. Because they seemed too thin the sculptor re-sized the waist and body while shortening the skin scales by about 0.5 cm. The gun length was shortened to better match the reference material, while the right arm was bent a bit more to make it look more natural.

SHINYA AKAO, SCULPTOR OF DENGAR

"I make a basic mold of the character by putting clay around a core of aluminum wire, carefully ensuring the proper proportions. I then heat it up in an oven so that it becomes hard, then I add details onto each part of this base sculpt. The most important thing is to make the sculpt in the correct proportions. It takes about a month and a half. Dengar took me a little longer than usual since I was also working on other sculptures at the same time. I had to carefully build up the sculpt so that it recreated the massiveness of his lower body, as seen in the movie. I'd like to tackle a Gamorrean Guard and the Rancor. I'd pick the Gamorrean Guard if I had to choose just one."



Approval for this item went very smoothly. The only major change made was in the scale. After the first sculpt, the whole figure was reduced by 10 percent.



RYOICHI ITOU, SCULPTOR OF IG-88

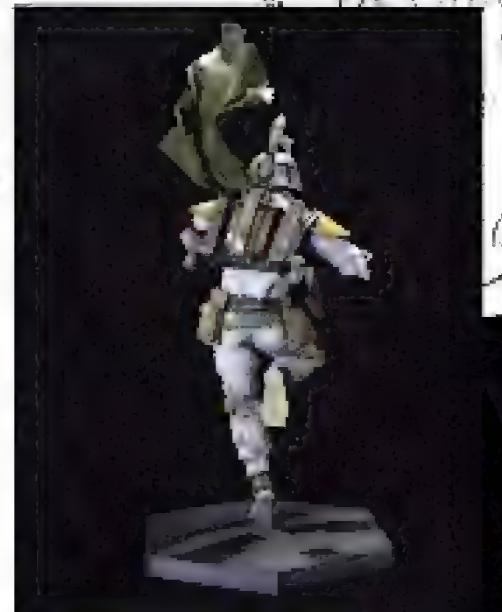
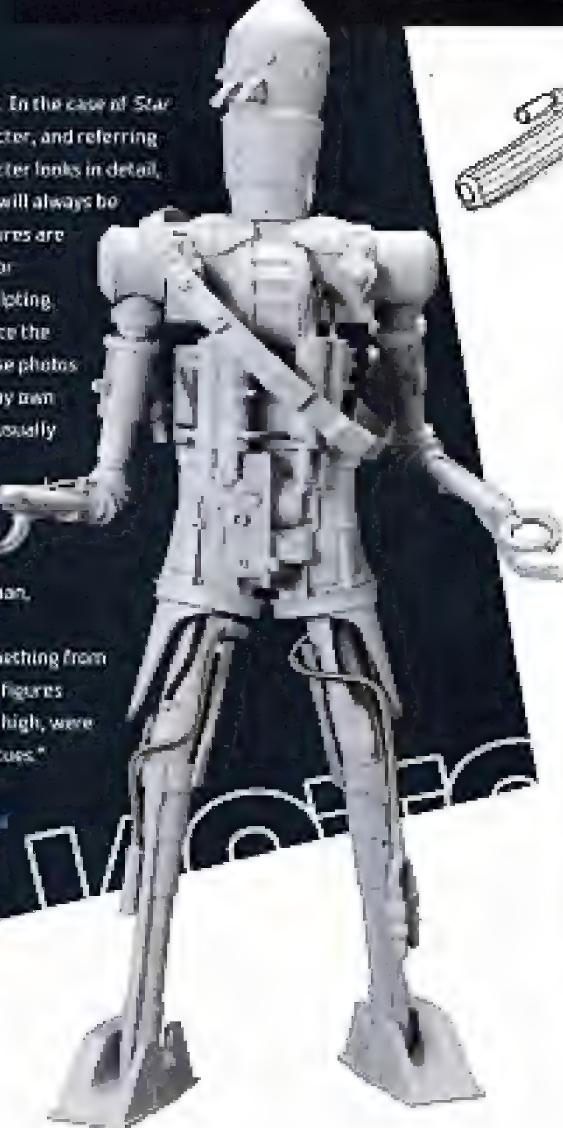
"I gather as much reference material as possible. In the case of *Star Wars*, there are lifesize 3-D props for each character, and referring to those props helps me understand how a character looks in detail, such as the shape and correct proportion. There will always be some parts that I can't see in detail. Printed pictures are sometimes not distinct enough to see the shape or details. I then choose the materials and start sculpting."

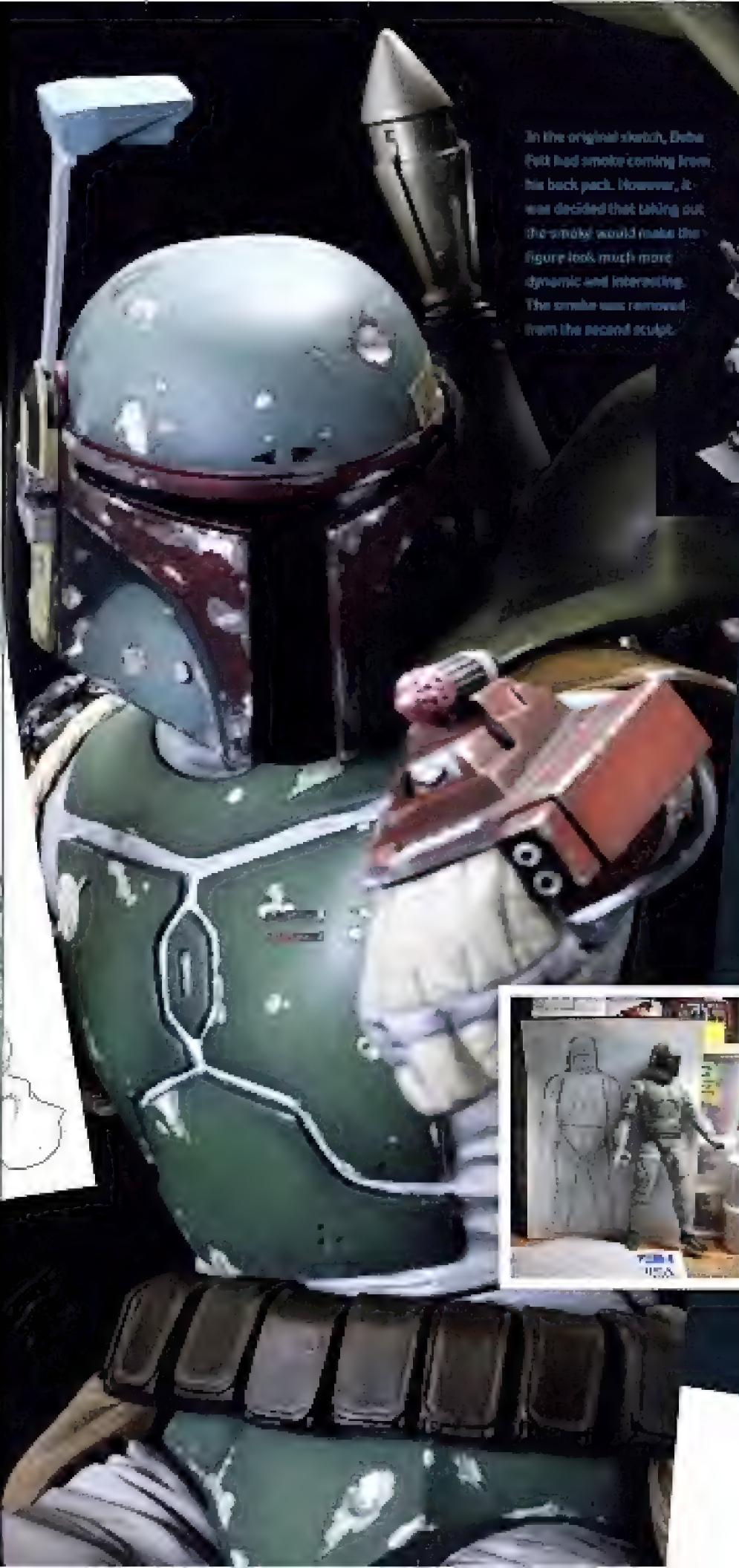
"I don't use a sketch, as a lot of people do. Since the subject of the sculpt usually exists in real life, I use photos and make my own blueprint. I don't want to do my own interpretation; that would betray the fans. I will usually try to make as precise a model as possible."

"Sometimes I can spend the whole day making just one small part. The aim is to create a sculpt just as my client has ordered within the requested time. I'm a craftsman, not an artist."

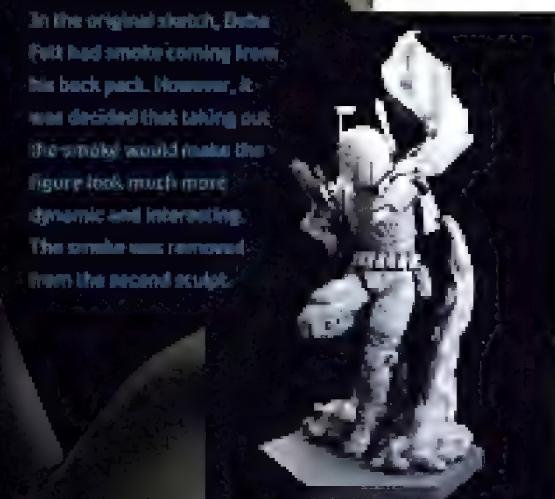
"It would be challenging and fun to make something from the *Clone Wars* animation. It would look great if figures from the animation series, say about four inches high, were displayed on the same shelves as the regular statues."

The first sculpt has no guns because Robotbyku was still in the process of making the gun.
The second sculpt has guns and more detail.





In the original sketch, Boba Fett had smoke coming from his back pack. However, it was decided that taking out the smoke would make the figure look much more dynamic and interesting. The smoke was removed from the second sculpt.



SHUNJI HAGII, SCULPTOR OF BOBA FETT

"I start with a base body in an upright posture, which will work as the core of the sculpt. Then I cut the base sculpt at its articulation points and split it into several pieces, all of which will be connected with wires. I then bend the articulation points into a designated pose."

"Once posing is done, I put clay onto the base sculpt to build up the character's body. Then I start sculpting in the details, such as the costume, armor, and accessories. Finally, I add the final touches, such as surface finishing."

"I often exaggerate the original sketch somewhat, trying to make my sculpt more impressive than the original sketch suggested. Generally it takes between one-and-a-half months to two months. It depends on how much time the approval process takes."

"I put lots of effort into Fett's pose, trying to recreate his dynamic movements from the films. It's as if he is just about to fly away using his jet pack. I try to embody the ideas or images of the character. I would like to make a sculpt of an early clone trooper model, like the one which was made as a mock-up for the film. I really love the style and pose."



Between the first and second sculpt several things changed. The armor fit too closely on Boba Fett's chest so it was adjusted to stand out from the body. Enlarged shoulder pads were added and the collar was thinned down a little. The knee pads were made scuffier as they were a little bit too wide and looked boxy-like.

STARWARS.COM

**Buy
Now!**

BOBA BEGINS

True to his enigmatic nature, facts about Boba Fett remain as shifty as the sands of the Dune Sea. You may think Fett was first revealed in the infamous 1978 *Star Wars Holiday Special*, but the history of Proto-Fett tells a very different story.

Words: Pete Vilmur



This page: Boba Fett's first appearance, in person and in animation, from 1978. Opposite page: Ben Burtt voices Boba Fett in a Lucasfilm advertisement.

Before *Attack of the Clones*, the origin of notorious bounty hunter Boba Fett had long been a subject of controversy. Was he a vestige of the Clone Army, a Mandalorian mercenary, or a super-stormtrooper? Was he once called Jaster Mereel? Did he in fact survive the treacherous Pit of Carkoon? While some of these questions have been answered by the prequels and framers of the Expanded Universe, the character's cinematic debut is still open to debate: Is Episode II to be considered the film that launched the Fett character, or was it *The Empire Strikes Back*? And let's not forget about his cameo in the retro-fitted special edition of *Star Wars*.

As for Fett's first public unveiling, tradition holds that Boba was first revealed to audiences as an animated character in 1978's television *Star Wars Holiday Special*. However, in digging through the records at Skywalker Ranch, a different story emerges. Fett had, in fact, made a public appearance nearly two months before the show on a scorching hot day in the streets of San Anselmo, a small Marin County town just north of San Francisco.

An unsuspecting press photographer snapped what is likely the very first public image of the intergalactic bounty hunter, marching alongside Darth Vader before droves of spectators at San Anselmo's Community Fair and Parade on September 24, 1978. The photo was plastered across the front page of *The Marin Independent Journal* the following day. Though the scene-stealing Vader was grand-painted and consequently grabbed most of the coverage (Boba wasn't even mentioned in the story), the Fett costume must have struck many as exotic, battle-worn, and downright intimidating—which of course was the whole point.

"He started as a kind of intergalactic bounty hunter, evolved into a grotesque knight, and as I got deeper into the knight ethos, he became more a dark warrior than a mercenary,"

Geoffrey Gilmore



According to the "making of" book for *The Empire Strikes Back*, *Once Upon a Galaxy*, Boba Fett's character originally had emerged from that of Darth Vader. "I wanted to develop an essentially evil, very frightening character," George Lucas said of Vader. "He started as a kind of intergalactic bounty hunter, evolved into a grotesque knight, and as I got deeper into the knight ethos he became more a dark warrior than a mercenary. I split him up and it was from the early concept of Darth Vader as a bounty hunter that Boba Fett came."

Born of Vader, Fett required an equally villainous look, but something a bit less conspicuous. Designing Fett's signature helmet, armor, and accoutrements fell primarily to Julie Johnston, who worked in tandem with Ralph McQuarrie to come up with the bounty hunter's distinctive look. Far removed from the black-on-black wardrobe of Vader, early concepts for Fett clad the bounty hunter in white, possibly a vestige of his "Super-Trooper" origins. This all-white Fett was actually the first costume produced for the character, officially unveiled to Lucasfilm insiders in a screen test shot on June 28, 1978.



In the 20-minute black and white video, sound designer Ben Burtt "hosts" Fett's reveal for Lucas and crew, describing the different weapons, functions, and characteristics of the costume (worn for the test by *Emire's* assistant film editor Duwayne Dunham, who later directed episodes of TV's *Twin Peaks*). The somewhat amusing footage depicts Fett with a mocked-up laser rifle (which used a lightsaber hilt for the barrel) and a Star Wars beach towel doubling as the bounty hunter's tattered serape.

Even at this stage, the plan was to give the costume a muted color scheme, visually placing the character somewhere between the rank-and-file stormtrooper and the Harrison Ford-like

the Sith. "I painted Boba's outfit and tried to make it look like it was made of different pieces of armor," said Johnston in *Star Wars: The Annotated Screenplays*. "It was a symmetrical design, but I painted it in such a way that it looked like he had scavenged parts and had done some personalizing of his costume; he had little trophies hanging from his belt, and he had little braids of hair, almost like a collection of scalps."



The image
Courtesy Lucasfilm
Documents Boba Fett for a
screen test shot on the
grounds of an early
Lucasfilm office.

Fett's new color scheme was at least partially revealed in the *Star Wars Holiday Special*, which aired on November 17, 1978. Animators at Nelvana Studios in Canada simplified the costume's palette a bit by painting the character in various shades of blue and green (a design scheme that was repeated for Fett's post-trilogy career in 1985's *Droids* cartoon series). The *Holiday Special* introduced Fett as a friend of the Rebels, but he was soon found to be in secret collusion with Darth Vader. His true colors revealed (in more ways than one), Fett was now primed to be the next major villain introduced in *Empire*.

With the Fett out of the bag, the costumed bounty hunter now took his show on the road, visiting department stores, malls, and special events as Vader's enigmatic accomplice. Like Vader, Fett signed early black and white photos (as "Boba") and posted "Wanted" flyers to publicize his role as a bounty hunter, separate and distinct from a soldier of the Empire.

In the summer of 1979, members of the Official Star Wars Fan Club got a glimpse of Boba Fett on the back page of the club's newsletter, *Bantha Tracks*. Describing Fett as a bounty hunter who "wears part of the uniform of the Imperial Shocktroopers, warriors from the olden time," the seeds were sown to breed rampant speculation about the origin and identity of the mysterious mercenary.



Continuing the momentum of pre-*Empire* publicity for the character, Kenner Products launched its Boba Fett action figure as part of its second series for 1979. The figure had famously lost its much-publicized spring-

loaded rocket-firing feature before release, due to fears of a choking hazard found in a similar toy line. A 13-inch version of Fett was released around the same time, and, like the final costume, underwent slight modifications to its paint scheme before going into production.

By the time *Empire* rolled out to theaters in May, 1980, fans were well-aware that Fett would be making an appearance in the hotly-anticipated sequel. They may have been surprised, however, by the small amount of screen time given

to a character that had been talked up by Lucasfilm for nearly two years. Though Fett suffered cutbacks in script rewrites, ultimately the short amount of time he spent on screen probably helped bolster the mythos that surrounds him. With so little revealed about the "galaxy's best bounty hunter," fans were allowed to fill in the details, making for a much more evocative and intriguing character. With the fabled saga now complete, there seems to be no waning of interest in Boba Fett, whose character effectively embodies the danger and mystery found in the darker corners of the *Star Wars* universe.



The Ordinary Becomes Extraordinary at
and You Own It.



Collectible Grading Authority
The World's Largest Toy Grading Service Since 2000

Visit us at www.toygrader.com

Print Our Submission Form Online and Mail to: 2300 Holcomb Bridge Road
Suite 103-336 • Roswell, GA 30076 Email: Info@toygrader.com Phone: 770-826-0420



In a career that has spanned more than three decades, sound designer **Ben Burtt** has made an immeasurable contribution to Star Wars. Oh, and he brought notoriety to the *Wilhelm scream!*

Words: Patrick Jankiewicz Art: JMK

MAY THE SOUND BE WITH YOU!

In the Star Wars galaxy, many major characters have a distinctive sound motif, like Darth Vader's mechanical breathing. The man who created these sounds is Ben Burtt, Oscar-winning sound designer for the Star Wars movies.

"That's me doing the breathing for Darth Vader," says Burtt. "I was responsible for his sound, so I went the cheapest route and did it myself! We wanted a mechanical sound, because that's what allows him to breathe in the mask. I used a scuba tube to get that."

When he watched some initial footage of Vader, Burtt was faced with an unusual sound indeed: David Prowse's West Country accent. "Prowse was used as a guide track. He had a very heavy dialect, a Cornish accent, that didn't really work. They were looking for an Orson Welles-type voice and George [Lucas] found James Earl Jones."

Alongside the Dark Lord of the Sith, Han Solo's Wookiee sidekick Chewbacca may be one of the most distinctive voices in Star Wars. "Chewie's basic voice was made up from the sounds of bears," says Burtt. "I worked with a lot of animal trainers to get bears to vocalize. Out of those recordings, I extracted bits and pieces that seemed to have an emotional

content to them. It was really just editing lots of little sounds, phrasing them together, that made Chewbacca's vocabulary."

Whenever the Wookiee communicates, "it's all actually animal sounds, with some dog, lion, and walrus in there, but it's mostly adolescent bears," Burtt says. "To those of us who have worked on the Star Wars films for a long time, the characters' voices become very familiar because we're always working with them. We can speak R2-D2 and make Wookiee sounds in the editing room to get our ideas across."

Sith Sounds

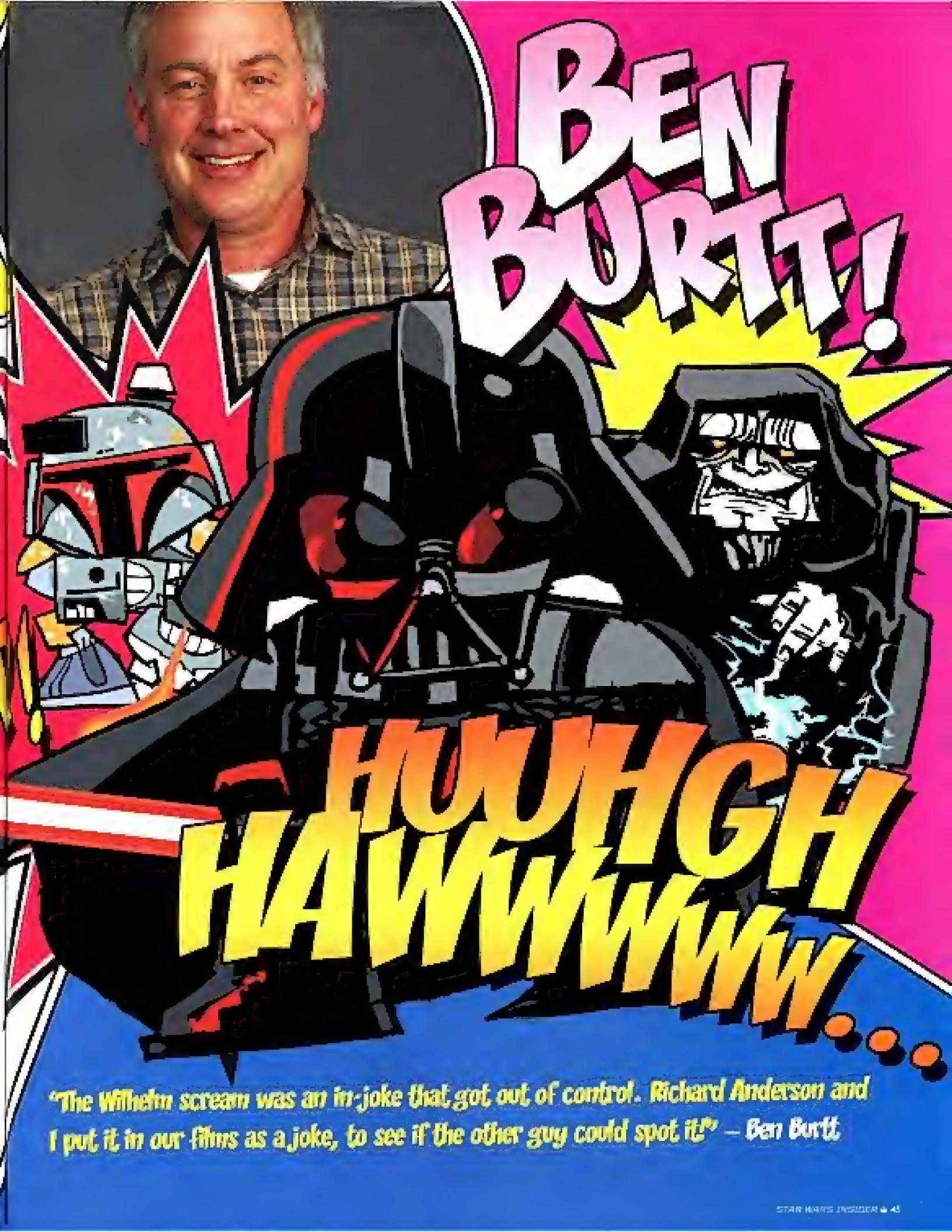
When Chewbacca returned with some Wookiee friends in the series' final movie outing, *Revenge of the Sith*, Burtt was ready. "For somebody as well established as Chewie, I have a sound library that goes all the way back to 1977. For Sith, we were able to re-use it, just as we use Anthony Daniels again for C-3PO, as that's how C-3PO should sound. For Chewbacca, all I had to do was open up my Chewbacca library of sounds. We didn't really add much to Chewie for Episode III. There are always things in the sound library that we haven't used yet, and we can make new Chewbacca sounds from components we already have. Nothing new



was recorded for him in Episode III, but we used new combinations made from the building blocks of his distinctive sounds."

A lot of Burtt's work can go unnoticed, as it is just part of the overall background of the Star Wars galaxy. A lot of aliens are so impressive, audiences don't really notice how great they sound, accepting their alien voices as part of the film's "reality." Creating distinctive voices that help bring rubber or CGI creatures to life was one of Burtt's primary goals. "I think Greedo's voice is one of my favorites of all the Star Wars creatures," Burtt says. "There's quite a rhythm to it that was amusing and exotic. It worked well."

Burtt has sometimes called on professional help in developing alien vocabularies. "I worked with a linguist named Larry Ward to come up with a

A color photograph of Ben Burtt, a man with grey hair and a beard, smiling at the camera. He is positioned on the left side of the image. To his right is a vibrant, stylized collage of various Star Wars characters and elements. The collage includes Boba Fett's helmet, Darth Vader's mask, and several Stormtroopers. The background of the collage is a bright yellow starburst against a pink and blue gradient.

BEN
BURTT!

HUH HUGH
HAWWWWW...

"The Wilhelm scream was an in-joke that got out of control. Richard Anderson and I put it in our films as a joke, to see if the other guy could spot it!" – Ben Burtt



"Chewie was made up from the sounds of bears, with some dog, lion, and walrus in there." — Ben Burtt



language for Greedo. Larry was a fellow who had mastered 11 languages, so I ran to him! He is very gifted. He can listen to any language, imitate it and pick up on its nuances. I liked the sound of a South American Indian language called Quechua, so we based the Huttese language on it. Larry listened to some Quechua speakers and we fabricated a language. We wrote outlines, and then he performed it and I edited it. For Jabba the Hutt, we had him speak the same language as Greedo, which we called Huttese."

Scream Play

Working on the Star Wars movies gave Burtt a chance to rediscover and use the now notorious "Wilhelm scream." "The Wilhelm scream was an in-joke that got out of control," Burtt confesses. "It was from an old Warner Bros. film. I eventually tracked it down to *Distant Drums*, starring Gary Cooper. Since it was in the Warner Bros. library, they tended to re-use the scream in lots of different films. I noticed this as a kid, listening to movies on television. That same scream tended to come up again and again in widely different contexts. It's even in the movie *Them!* when James Whitmore gets bitten by a giant ant. It's also in Westerns when cowboys and Indians are shot from their horses."

Burtt was involved in coining the name for the recognizable sound. "We called it the Wilhelm scream because it was used in a Western called *Charge at Feather River* in 1954 when a character named Wilhelm is shot in the leg with an arrow. At USC [where Burtt studied] it became known as 'the Wilhelm scream' in honor of that poor guy. When I was making student films, a friend and fellow student Richard Anderson and I put it in our films as a joke. When we became Sound Editors, we would put the Wilhelm scream into films to see if the other guy could spot it!"

The Wilhelm scream can also be heard in *Spider-Man*, *Superman Returns*, and even an episode of *Family Guy*. "That kind of one-upmanship went on for years; I used it in *Star Wars*, *The Empire Strikes Back*, and *Raiders of the Lost Ark*, while Richard used it in *Batman* and his other action movies, like *Predator*."

Now there are web sites devoted to the Wilhelm scream and dedicated fans have followed its use throughout a variety of movies. Burtt's sonic in-joke has now become part of Hollywood folklore.

In Vision

Ben Burtt even put in an appearance in front of the cameras during *Return of the Jedi*, working on behalf of the evil Empire. "I really enjoyed doing that. I'm the guy who captures Han Solo! I jump out and say 'Freeze!' and he surrenders. I did that in front of a blue screen, so it was shot separately from Harrison Ford; I never really worked with him! My acting business was filmed later at ILM, long after shooting the picture was done. Most people on the crew get an opportunity to have a minor part here or there and that was mine. I'm also a Naboo courier in *The Phantom Menace*."

The three prequel films gave Burtt a chance to not only return to some familiar sounds, such as R2-D2 and Chewbacca, but also to invent many new ones. "I really love Poggle the Lesser in *Attack of the Clones*. He's an alien who is not well known because he wasn't used much, but it was fun trying to see if I could come up with a guy who talked like an insect. He chirps and makes buggy sounds, because he's like a cricket. Although he only has three or four lines and one minor background line in *Revenge of the Sith*, I really liked that voice. A talking insect was something I'd wanted to do for a long time."

The identity of the voice actor for Poggle might surprise some Star Wars fans. "The voice of Poggle was another talented associate of mine named Ernie Fossum, who directed the early *Star Wars* parody *Hardware Wars*. Ernie's a genius in his own right and a talented mimic. I've known him since *Hardware Wars*, when he brought it to Lucasfilm to show us. Ernie's done many voices for me over the years. For Poggle, I had this idea that you could speak forward, then record it, play it backwards and record it again. Then, by taking a recording I made of blowing on the edge of a piece of paper, I gave it a buggy sound. That, combined with the backwards voice, became Poggle."

Burtt faced a new challenge in introducing a brand new villain for *Revenge of the Sith*: General Grievous. "Grievous was voiced by my sound design partner, Matt Wend. We did a lot of the voices together in the last few films. Matt is a good actor and he tried out for the part of General Grievous—*anonymously*—and won it."

Where did Grievous' cough came from? "That was George Lucas' idea from the beginning, that Grievous would be coughing. We kind of questioned it, because we weren't sure what that meant for the story. Did it have something to do with Grievous' backstory? How did it connect to the history of the character? We were a little puzzled, but we do what George wants. He wanted Grievous to have these breathing troubles because he is a forerunner of the type of technology that eventually creates Darth Vader."

These days, Burtt is installed at Pixar, putting the finishing touches to *Wall-E*, starring one very lonely robot on an apparently deserted planet-Earth. "With the end of *Star Wars*, I was looking for something interesting and Pixar had that. I really enjoy working at Pixar. I love Skywalker Ranch too, of course. I have an office there, and it's been a home to me. Many of us who were part of the *Star Wars* team have gone off to find other employment. We're not staff, we're project employees, which means when a film is over, we're done."

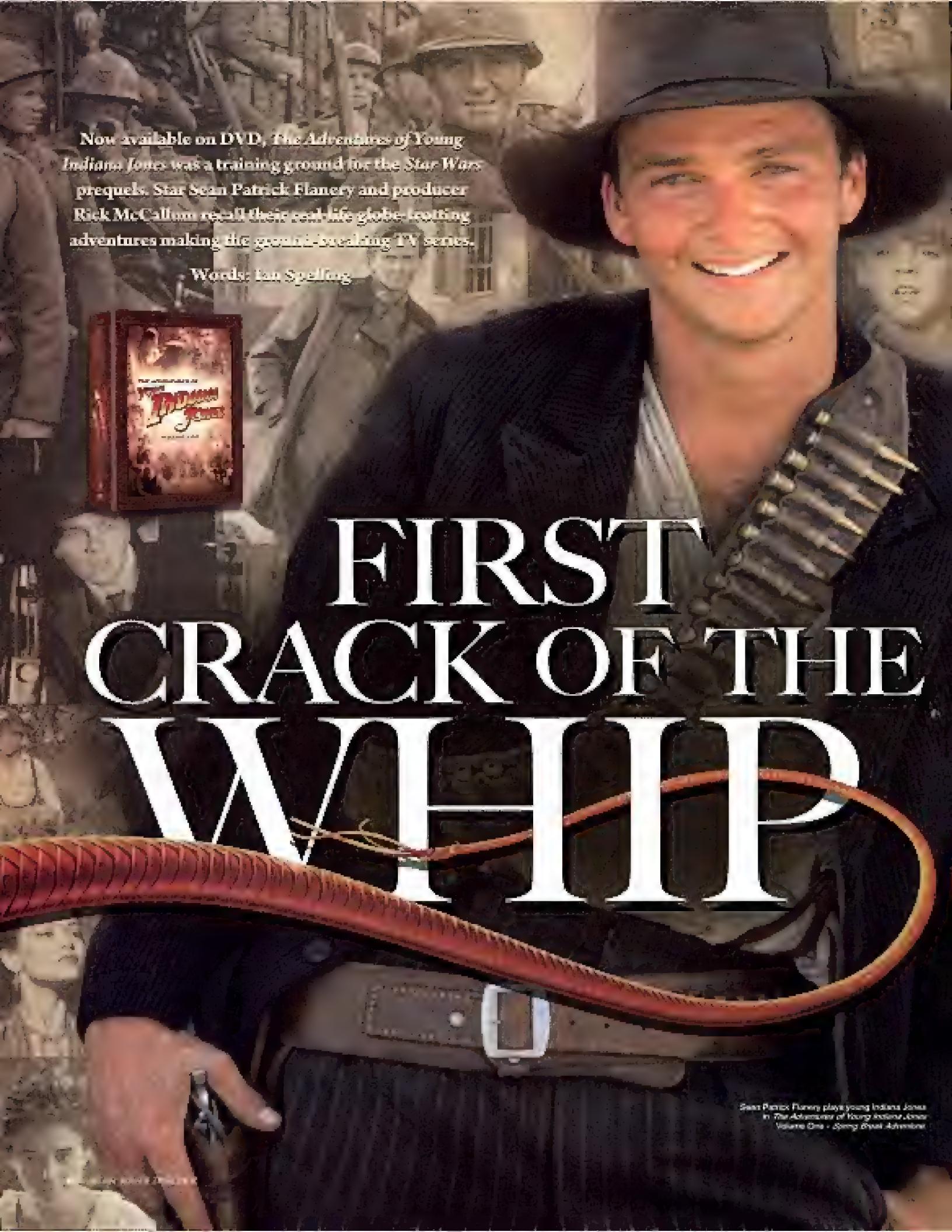
Ben Burtt had no idea that when he began gathering sounds for a little out-of-left-field space fantasy movie in the mid-1970s that it would turn into a 30 year odyssey. "The end of *Star Wars* is, for me, the end of a long era," says Burtt. "I stuck with it because I loved *Star Wars* and wanted to be part of finishing it. I am very proud to have done *Star Wars*. It was a great experience!"

ERRRAAAAHHHHWWWWWWWW!!

"I'm the guy who captures Han Solo! I say 'Freeze' and he surrenders!"

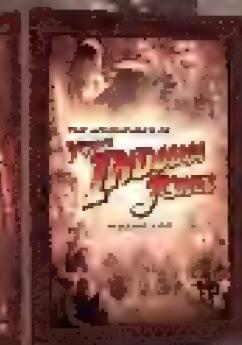
— Ben Burtt





Now available on DVD, *The Adventures of Young Indiana Jones* was a training ground for the *Star Wars* prequels. Star Sean Patrick Flanery and producer Rick McCallum recall their real-life globe-trotting adventures making the groundbreaking TV series.

Words: Ian Spelling



FIRST CRACK OF THE DAWN

Sean Patrick Flanery plays young Indiana Jones in *The Adventures of Young Indiana Jones: Volume One - Spring Dwell Adversaries*.



It's not quite the Ark of the Covenant, the Sankara stones or the Holy Grail, but Indiana Jones would be thrilled to uncover an artifact as cool as *The Adventures of Young Indiana Jones* DVD box sets. *Young Indy*, the award-winning series that debuted on television more than 15 years ago, is finally out on DVD.

"It's like when you have a child," marvels Sean Patrick Flanery, who played the teenage Indy on the show, originally titled *The Young Indiana Jones Chronicles*. "You think, 'Was it 15 years ago? It seems like 10 minutes ago.' Not by any stretch of the imagination does it feel like 15 years. Doing the show was a dream come true for me. It was the best job I ever had. I remember every single detail. I got my passport for that job. I'd never left the country until then. *Young Indy* was everything in my life at that point."

George Lucas created *Young Indy* with the intent to both entertain and educate. Indy—played by Corey Carrier as a 10-year-old, Flanery as a teen, George Hall as an old man, and even (in a cameo) Harrison Ford at age 50—travelled the globe, finding action in Egypt, Italy, Kenya, England, India, Germany, China, France, the Czech Republic, and elsewhere. Along the way he encountered such real-life figures as Sigmund Freud, Pablo Picasso, T.E. Lawrence, Al Capone, Ernest Hemingway, Theodore Roosevelt, Puccini, J. Krishnamurti, Winston Churchill, Eliot Ness, and jazz great Sidney Bechet, among others. Volumes One and Two are out now, with Volume Three slated for release this spring. Each volume includes dozens of historical documentaries—99 in all—produced exclusively for the new DVDs.

From Jones to Jar Jar

Young Indy marked the last collaboration between Lucas and Rick McCallum, who became and remains Lucas' producer. In addition to *Young Indy*, he produced the special editions of the original *Star Wars* movies and the *Star Wars* prequel trilogy. "We met and [George] said, 'Look, I have this idea, what do you think?'"

McCallum recalls of a conversation around 1989. "I thought, 'I can't imagine it being a success, but it seems like a lot of fun.' It was the perfect thing to do, one of those lifetime events, when you're just at the age where you feel you need to be to be able to say, 'OK, where am I going next?' I had made a series of deeply unsuccessful films over 10 years, and even though I loved them all, it's a very sad day when no one goes to your movies. So I thought, 'I might as well continue the same tradition and make something on television.'

that probably no one will see.'

"The show had great opportunities," McCallum continues. "It was with George. It was going to be huge. I also knew it was probably something that would never be done again on television. It actually turned out, for both George and me, to be one of the best experiences we've ever had. For me, it was the globe-trotting. It was being able to shoot in 35 different countries. Even though Paramount and ABC were financing it, I didn't have to worry about a deal with them on any level. It was really unique that we were as independent as we were, that we got to travel as much as we did. For George, it was like mail-order filmmaking. He loves to come up with a story, but most of all he loves to edit. We'd move from country to country so often, I'd just have the film shipped to him. He'd immediately start to edit. He'd call us up and say, 'Look, I need a wide shot of the Eiffel Tower,' or whatever it was, and I'd say, 'George, we're in India now! I'll be needed extra shots of the people, it was perfect, because we had everybody on long-term contracts. We had the extraordinary opportunity to work with some really great directors and actors.'

"I managed to keep our crew together for 10 years," McCallum adds. "A lot of the people who worked on *Young Indy* are still with us now. In fact, we knew after the first year that *Young Indy* was the production template for what we were going to do for *Star Wars* eventually, in terms of the way we were shooting it, financing it, and retaining the talent. It was the first TV series ever to use digital effects. They're really crude by today's standards, but we knew there was no way we could do *Star Wars* unless we were to find the talent and push the hardware on the effects. That was a big, big deal. Back then we met all the people outside the industry, outside IBM, we were really ready in 1993-1994 to start the process of creating the first digital pipeline. That allowed us to release Episode I digitally into theaters, and by Episode II we were shooting completely digitally. That all started with *Young Indy*."

Keeping Up with the Joneses

Though he'd appeared in a feature film and a couple of made-for-television movies in advance of *Young Indy*, Flanery stepped into the spotlight with the show. The series debuted in 1992 and ran until 1994, and it concluded with several feature-length adventures that aired in 1995 and 1996. "My favorite episode to watch is probably 'Verdun,'" directed by French director Remy Julienne. Flanery says, "My favorite ones to shoot? I remember drivin'

sharpen down the Tana River, we capsized it! I remember getting a bunch of Ethiopian crosses and trading them with some of the locals. I gave them a cassette player with Jimi Hendrix' smash hits and Led Zeppelin remasters. I watched them listen on the headphones for the first time; they put the headphones on and jumped when the music came on. They had no idea what was going on. Suddenly smiles would creep across their faces. It was absolutely amazing. I learned about history from the show. I learned a lot about acting, especially the technical aspects. I probably learned more about the technical aspects of filmmaking. I learned what a key light was. I learned everything doing *Young Indy*."

Flanery graduated from *Young Indy* to the rest of his career without missing a beat. He's acted in major studio films, acclaimed independent features, and played a recurring role as the duplicitous politician Greg Stillson on the long-running TV series *The Dead Zone*. Contemplating the work he considers himself most proud of, the actor rattles off such titles as *The Dead Zone*, *The Brass Harp*, *Powder*, *Run the Wild Fields*, *Suicide Kings*, *Boondock Saints*, and *Into the Fire*. "If you do anything with George Lucas, suddenly people look at you in a different light," Flanery notes. "I benefited from that. I have no regrets, no complaints. I have worked consistently."

Right now, Flanery is in the early stages of realizing *Sunshine Superman*, a film he wrote and plans to both star in and direct. He recently shot an upcoming movie entitled *To Live and Die*. "I play a S.W.A.T. team leader who lost his wife, and is tracking down a Timothy McVeigh-ish guy who's blown up a couple of buildings," he says. "It's quite horrific in the emotional content, so that's why, as an actor, I plugged into that. Joey Pantoliano is the bomber. I also just finished an episode of *Numbers* where I play an FBI agent."

Crystal Skull

Rick McCallum is gearing up for the live-action *Star Wars* television series (see *CineScan* this issue) and is also prepping the long-gestating *Red Tails*, a World War II drama about the legendary Tuskegee Airmen that he'll produce with Lucas. "We're waiting on the script for *Red Tails*," McCallum says. "We've got a wonderful writer named John Ridley. It's such a great story, though there's not a lot of knowledge about what these extraordinary kids did. They wanted to serve their country and all they wanted to do was fly. It's more of an action-adventure film about a squadron, and it'll give you a feeling for what it was really like to fly in a P-51 Mustang. I'm very excited about it because it's a very uplifting story. I think we're at the point where we can deliver the photorealism in the dogfights and show what it was like to be an escort to a bomber."

Sean Patrick Flanery's days of playing a younger Indiana Jones may be over, but that doesn't mean he's leaving the character behind entirely. The actor plans to sit down and watch the *Young Indy* DVDs, and he can't wait to see Harrison Ford back in action as Indy when *Indiana Jones and the Kingdom of the Crystal Skull* barrels into theaters next May. "If I'm not first in line for the movie, I'll be one of the first, and I'll definitely see it on opening day," Flanery says. "They've got my 12 tickets!"

The Adventures of Young Indiana Jones Volume One and *Volume Two* are available now on DVD. *Volume Three* will be released Spring 2008.



Cloud City

specializing in collectible toys from 1980-1994

Travel Back
in Time at
www.cloudcity.com

Now specializing in
vintage toys produced
between 1980 and 1994

- Faster new web site with dozens of new features
- The largest selection of vintage toys in the world

3145 Gateway Drive, Suite 1, Norcross, GA 30071 Email: Sales@cloudcity.com or Call-Toll Free 877-851-2269
Phone: 678-291-9242 Fax: 678-291-9391 Web: www.cloudcity.com

San Diego's Longest-Running Science Fiction & Fantasy Convention!

CONDOR XV

FEB. 29-MARCH 2, 2008

THE HANDLERY HOTEL & RESORT
HOTEL CIRCLE, SAN DIEGO

ANIME • ART SHOW • CONCERTS • DEALERS' ROOM
GAMING • MASQUERADE • PROGRAMMING

GUESTS OF HONOR



TIMOTHY ZAHN

STAR WARS Novels

ELLEN MUTH

DEAD LIKE ME

COMPLETE INFORMATION:

www.ConDorCon.org

REGISTRATION CODE: T11

**STAR
WARS**

JAWA'S CORNER



PACKED WITH
ALL THE LATEST
STUFF FROM
THE **STAR WARS**
UNIVERSE

BOOKS	54
COMICS	56
GAMES	58
TOYS	60
STAR WARS Q&A	62
SCOUTING THE GALAXY	64
INTERNATIONAL COLLECTING	68
SET PIECE	70
PADAWAN'S CORNER	72
INDY VAULT	74
COMLINK	76



BOOKS



WORDS: JASON FRY

IT'S A MAD, MAD, MAD, MAD GALAXY!

THIRTY YEARS OF STAR WARS PARODIES FROM THE 'USUAL GANG OF IDIOTS' AT MAD!

As long as there's been Star Wars, there's been MAD Magazine to poke fun at it, parodying the movies, sending up the saga's status as a pop-culture icon, and brewing up goofy "further adventures" in the saga—some of which proved eerily on target. Now, three decades' worth of revelry by the "Usual Gang of Idiots" is collected in *MAD About Star Wars* (Del Rey, \$21.95).

An irreverent New York humor magazine and a maverick Northern California movie empire might seem like polar opposites, but as *MAD About Star Wars* shows, there are plenty of connections between the two—not to mention shared sensibilities. In a foreword, George Lucas declares himself a lifelong MAD fan and says that the magazine had an enormous impact on his worldview. Mort Drucker, one of MAD's finest artists, created the poster for American Graffiti and illustrated MAD's 1974 parody, "American Confetti."

And then there's the writer of *MAD About*

Bresman says, "Just as the MAD guys cram their parodies with little background gags, such as putting kitchen sinks and shoes into space battles, the guys at ILM have literally done the same thing in the actual movies—each group doing so independently of the other. Furthermore, both crews have a similar sensibility in that they are making elaborate works of art, but are doing so with a wink and a nod."

Besides, Bresman observes, "the difference between 'Force' and 'force' is just one letter, so how different could the two worlds really be?"

If you've never seen Darth Vader explaining himself to the tune of "My Way," Admiral Ackbar asking the audience to guess the Alliance's plan of attack in *Return of the Jedi*, or Lucas spending the better part of a day pondering who really shot first in the cantina, you're in for a treat. (Don't miss Bresman's own "What Caused Anakin Skywalker to Become Darth Vader?" a manic flow chart of imagined plot twists that zings Jar Jar, the *Holiday Special*, and the high cost of health care, for openers.

(It's written under the pseudonym Kent Parker.) And kudos to whoever prevented

countless readers from ruining their books by deciding to present MAD's famous "fold-ins" in both their unfolded and folded states.

But *MAD About Star Wars* isn't just a compilation. The book's pages are sprinkled with Bresman's bits of trivia and lore from both MAD and Lucasfilm, and ways in which the world proves stranger than even MAD writers could imagine. Believe it or not, the January 1999 poster "Star Wars"—which satirized President Clinton's troubles with Monica Lewinsky—

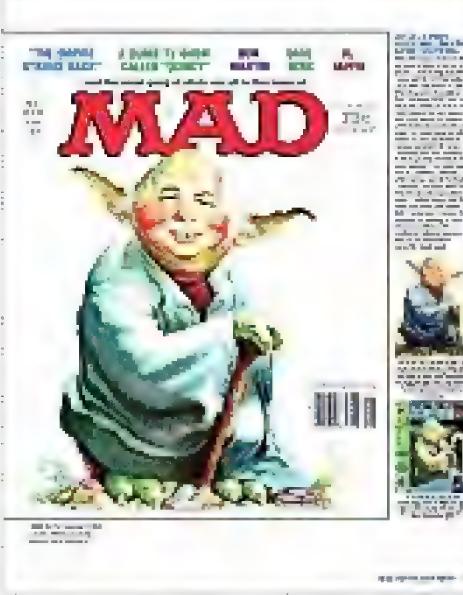
"I was a terrible stormtrooper. I was like a turtle flipped on its shell and I couldn't get back up."

Star Wars, Jonathan Bresman: The MAD senior editor followed a Lucasfilm college internship with stints as a postproduction assistant on *The Young Indiana Jones Chronicles* and a conceptual researcher for Episode I. Moreover, Bresman appears in the special edition of *The Empire Strikes Back* as one of the galaxy's more awkward stormtroopers, and once helped bring Jar Jar Binks to life.

"[I think the guys at Industrial Light & Magic and the guys at MAD operate on similar wavelengths,"



Above: Politics and Star Wars MAD-ville



Above: Yoda, a MAD favorite. In a page from the MAD comic book showing the additional comic issues.



Above and below: More images contained within *MAD About Star Wars*.

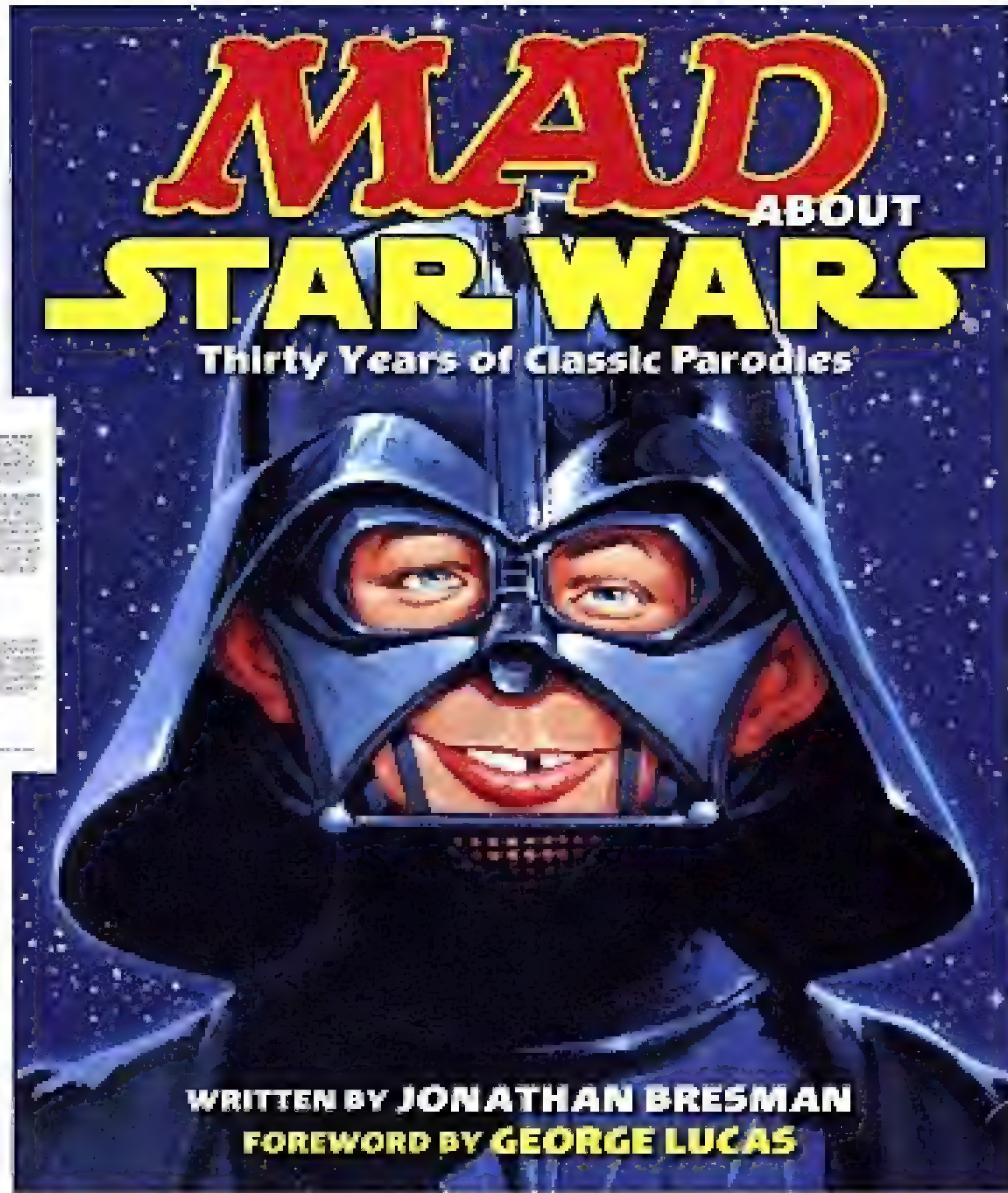


became a series of stamps in Abkhazia, a former Soviet region. "How crazy, wonderful, and bizarre is that?" Bresman asks.

It's also fascinating to see everything *MAD* anticipated, from products (R2-D2 really has become a wastebasket and a mailbox) to saga plotlines. Frank Jacobs' 1982 "The Star Wars Log" is almost spookily prescient: Jacobs imagines Episode II will be called "Send in the Clones" and predicts the introduction of Boba Fett's father, a Great Droid War, and the revelation that the Force is Luke's real father.

"If I were a betting man, I'd keep Frank on retainer," Bresman says. "He's better than Nostradamus and the Weather Channel combined." As for Bresman's on-screen work, it can sound a bit like a *MAD* parody itself. For example, he was Jar Jar Binks before Ahmed Best did the honors: Lucasfilm's Ben Burtt recruited him and his colleague Koichi Kurisu as actors for a "videomatic" imagining the scene from Episode I where Qui-Gon and Jar Jar flee the Trade Federation forces. Kurisu was cast as the "strapping, heroic Jedi," while Bresman was tapped as the "awkward, lanky alien." So Bresman found himself running around the hills of Skywalker Ranch in a Jar Jar mask and a yellow-orange sweatshirt. The video proof can still be found on *Starwars.com*.

"Not only did this require a lot of sweaty running around, but it also required diving to the ground, as if we were letting a battle tank pass over us," Bresman recalls. "Unfortunately, George Lucas has cattle grazing the hills of Skywalker, and, um, they leave lots



**WRITTEN BY JONATHAN BRESMAN
FOREWORD BY GEORGE LUCAS**

"The difference between 'Force' and 'farce' is just one letter, so how different could the two worlds really be?"

of solid waste. So, it was a bit of a messy videomatic. Then, to take things up a notch, Ben decides the best way to get a better performance out of us—and to get the point of view of the battle tank—is to chase after us in a pickup truck."

Then there's Bresman's turn as a stormtrooper in *The Empire Strikes Back*. Look for him in the scene with Vader leaving Cloud City, trailed by an Imperial officer and two pairs of stormtroopers. Bresman is the trooper closest to the viewer in the first pair. Of course, that doesn't tell anything close to the whole story.

"I was a terrible stormtrooper," Bresman admits. He couldn't tell the difference between forearm armor

and shin guards; couldn't see, discovered after lying down to close the armor's codpiece that "I was like a turtle flipped on its shell and I couldn't get back up"; and then realized, when all was apparently put right, that he was too skinny for the armor.

"In order to keep it from sliding off me, I had to raise my arms, zombie-like, and shake my hips, all girlishly," he says, adding: "When it was my turn to walk out onto the stage, I was shuffling cautiously so as not to trip. So, there I was, a shuffling, skinny stormtrooper, with his armor dangling off him, walking like a flirty zombie girl in order to keep the costume from slipping off entirely. People were not exactly proud of me!"



COMICS



WORDS: DANIEL WALLACE

UNSUNG HEROES

THE ALLIANCE CONFRONTS THE TRUE FACE OF HEROISM IN *STAR WARS REBELLION'S "SMALL VICTORIES"*

An unshakeable enemy. An unreachable outpost. An impossible mission. Just another day for Luke and Leia, right? That fact is one of the themes at play in *Star Wars Rebellion's* newest story arc, "Small Victories" (Issues #11-14). Recurring character Deena Shan, a Rebel supply officer, has found adventure alongside the classic movie heroes, but reality—and crippling doubt—are starting to set in. "Deena's held her own, but doesn't feel that she measures up to Han, Wedge, and the other real heroes," explains writer Jeremy Barlow. "She's preparing to part company, deciding that she can no longer handle a life on the front lines, when the worst thing that can happen does. Deena quickly finds her friends' fates resting on her shoulders, whether she's up to the task or not."

The crisis couldn't come at a more vulnerable time for the Rebel Alliance. In an earlier story arc, "My Brother, My Enemy" (Issues #1-5), the Rebel fleet suffered betrayal and near-annihilation under the guns of an Imperial armada. Each ship fled into hyperspace in a different direction to discourage pursuit. In "Small Victories," the damaged flagship

need not be grand to be important. Deena is just a regular girl who's suddenly found herself in the company of these larger-than-life heroes, and her reaction goes from 'This is great,' to 'I can't keep up,' which is very human. How she relates to the big

"I like the challenge of taking a character that fans don't like and building them into someone the readers dig." — Jeremy Barlow

three—and just as importantly, how they relate to her—is a subtle way of continuing to develop these familiar movie characters that we've all come to know inside and out."

New faces pop up among the heroes and villains, including Imperial commander D'Vox and his sadistic head of security. On the Rebel side, look for a high-energy squadron of Rebel fighter pilots who are likely to appear in further comic adventures. Able, an aging clone grown from the Jango Fett template, also makes a reappearance alongside other *Rebellion* supporting characters. "The trick to making them interesting is to make them real and

"There's only so much you can do with the big names like Luke and Han. And that you completely run out of creditable ways to do it." — Jeremy Barlow

Rebel One exits hyperspace prematurely and finds itself right beside a top-secret Imperial facility. With no way to contact their comrades, Luke Skywalker, Princess Leia, and everyday heroes like Deena Shan must decide if capitalizing on this one-of-a-kind opportunity is worth the cost of their lives.

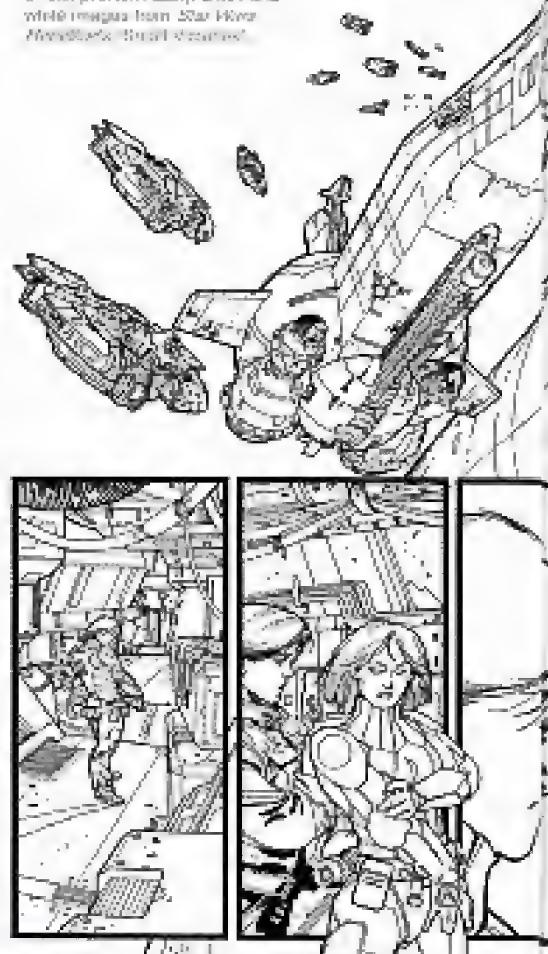
"That's what happens in the story," says Barlow, "but what it's about is characters growing past their insecurities and realizing that a personal destiny

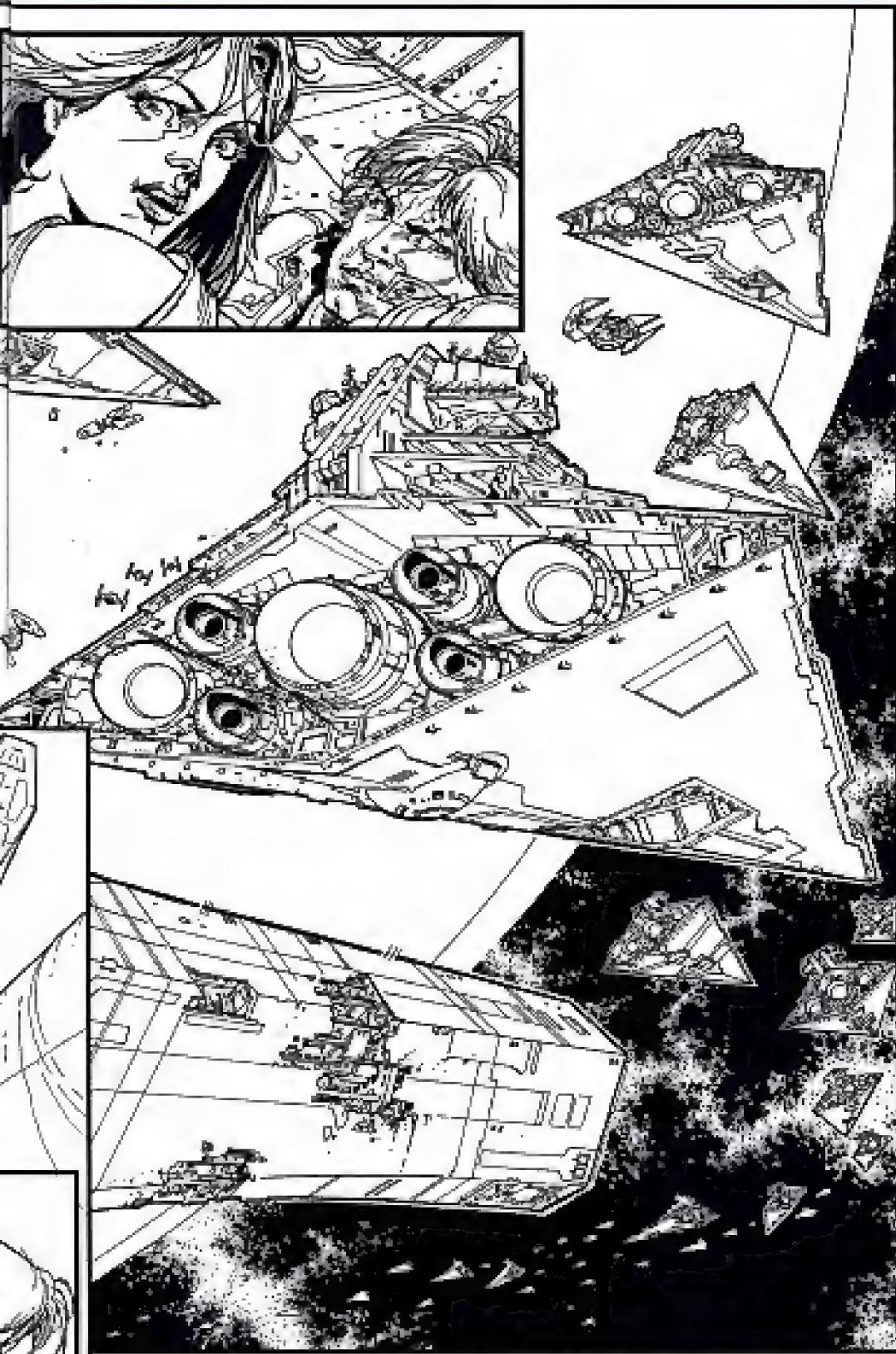
the kind of characters that readers care about," says Barlow. "I like the challenge of taking a character that some people don't like—or for whom fans have low expectations—and building them into someone the readers dig. It's not giving anything away to say that Luke and Leia make it out the other side alive—but others we've come to know aren't so lucky."

Rebellion takes place a few months after the destruction of the Death Star in *Star Wars Episode IV: A New Hope*; in other words, it's the perfect era for old-school fans wanting a classic trilogy fix. Barlow

acknowledges that nostalgia is always in play. "This is easily my favorite *Star Wars* era, and striking that classic trilogy tone of camaraderie and romantic adventure is top priority," he says. "That these characters are willing to risk their lives for each other

Sneak preview: Early, black-and-white images from *Star Wars Rebellion: Small Victories*.





"[We're continuing to] develop those familiar movie characters that we've all come to know inside and out." — Jeremy Barlow

is one of the reasons we care about them, too. And even when the fate of the entire galaxy is hanging in the balance, they still crack jokes and give each other a hard time. It's hard not to love that.

The era comes with its pitfalls as well—not the least of which is fitting each tale into an overarching continuity that's already pretty crowded. "Setting up a long running series in the era is tricky," acknowledges Barlow. "There's only so much you can do with the big three before you completely strain all credibility. But it's not impossible. We sowed some seeds toward the end of our *Empire* series run that blossomed into 'My Brother, My Enemy' and left open a lot of possibilities for future stories. Our upcoming *Vector* crossover will leave some significant ripples, particularly concerning Luke and Leia's interactions with Darth Vader."

Artwork by
Art for "Small Victories" comes courtesy of Colin Wilson, a relative newcomer to *Star Wars* who has been working in the comics medium for over 25 years. After a career in the French and U.K. industries working on such long-running series as *2000 AD* and alongside luminaries like Jean "Moebius" Giraud, Wilson made his U.S. debut with projects that have included Andy Diggle's *The Losers* (DC) and Garth Ennis' *Battlestar Galactica* (Wildstorm).

Star Wars marks Wilson's return to the SF genre after a long absence, and he approaches the material with a fresh eye. "Having not illustrated science fiction for over 10 years, it's the aliens that give me the most problems to draw," he says. "It's a huge challenge for me, as having lived in Europe for 16 years, I'm not fully up to speed on all the *Star Wars* comic work that has been published. I'd like to come up with some new, memorable bad guys!"

What else is coming up in *Rebellion*? Barlow hints that fans may soon see the formation of the Empire's fearsome Black Eight squadron (introduced in "Walking the Path That's Given" in *Star Wars Tales*#22), as well as a return visit from Luke's Tatooine friend turned Imperial officer Janek "Tusk" Sanner.

Wilson sees plenty of unmined potential in the era. "We've got an entire universe to work with here, and while the films have filled in large sections of incredible detail, there remains a huge amount of room to explore. This is science fiction after all, and we are only limited by our imaginations." ▶



GAMES

WORDS: JONATHAN WILKINS



START WARS!

GO INTO BATTLE WHILE ON THE MOVE IN STAR WARS BATTLEFRONT: RENEGADE SQUADRON.

The thought of the epic Battlefront games reduced to a small screen capacity might have caused some fans to worry: how could such a small screen cope with the sweeping Battlefront action? No need to be anxious! Somehow, those geniuses at LucasArts have done it again!

The game begins with the evacuation of Yavin 4 and continues through to the Battle of Endor with players commanding a team-chosen by Han Solo on a variety of daring missions. An amazingly comprehensive selection of customization and personalization options makes this possibly the most immersive version of the critically acclaimed game yet.

But how LucasArts packed in so many maps (Ord Mantell, Dooz Pitty, and Sullust, to name just

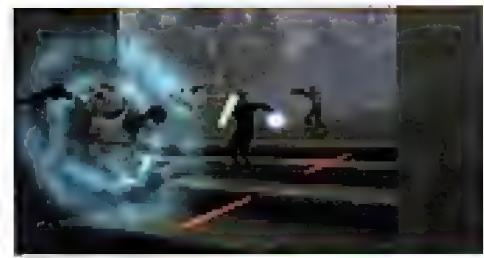
three), so many ships (the Millennium Falcon and Slave I among others), and so many all-new playable characters (the Episode IV version of Ben Kenobi and Asajj Ventress—at last!) is a technological mystery. Somehow the Star Wars galaxy is all here, and it fits in your pocket!

This is another essential Star Wars game, with incredibly responsive controls and a huge number of multiplayer options such as Conquest and Capture the Flag.

To quote the classic Episode IV trailer, "Somewhere in the universe all this could be happening right now." But little did anyone expect it all to happen in the palm of your hand! ■

Star Wars Battlefront: Renegade Squadron is out now.







TOYS



WORDS: JEREMY BECKETT

UNCONVENTIONAL TO CLASSIC

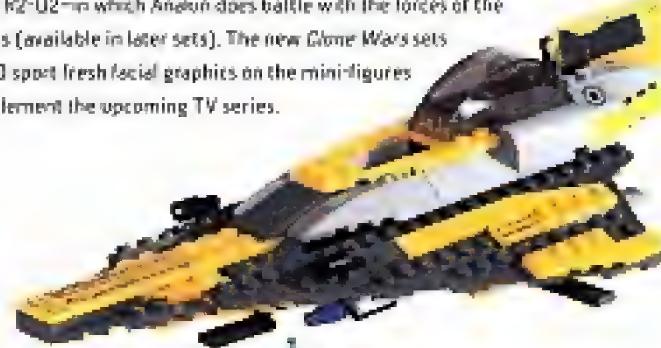
NEW STAR WARS COLLECTIBLES YOU CAN ADD TO YOUR WALL, MANTELPIECE, AND TOY CHEST WITH ADDITIONS FROM ACME ARCHIVES, GENTLE GIANT, HASBRO AND LEGO



Gentle Giant Kustomz
It takes a dedicated warrior with unending loyalty to strap in behind the control yoke of a TIE fighter and pilot the fragile, speedy craft into battle. TIE pilots are well trained to overcome the inherent design flaws of the TIE fighter, and turn it into a formidable and deadly vessel. This, the second piece in Gentle Giant's Kustomz line, is made out of rotocast vinyl. It's out now, with a certificate of authenticity, for \$69.99!

LEGO Anakin's Starfighter (model# 7669)

It might still be half a year away, but the new animated *Star Wars: The Clone Wars* series is catching our attention. LEGO introduces a sneak peek in January with a model of Anakin's starfighter that is based on the TV show. For \$19.99 you get 153 pieces that assemble into Anakin's new style of starfighter—armed with flick missiles and equipped with an ejection button for R2-D2—in which Anakin does battle with the forces of the Separatists (available in later sets). The new *Clone Wars* sets from LEGO spot fresh facial graphics on the minifigures that complement the upcoming TV series.



Hasbro Comic Two-Packs: Mouse and Basso

After the Rebellion's top cryptographer is captured by the Empire on Jabim, Rebels infiltrate an Imperial base on Kalist IV to free Jarin Sol before he is tortured into revealing the location of the Alliance's fleet. Disguised as stormtroopers, Mouse and Basso enter the facility to carry out their assignments. While Mouse places explosive charges to destroy the facility, Basso discovers that captured civilians are being used as slaves by the Imperials, and convinces the Rebels to free them.



Hasbro Comic Two-Packs: Lieutenant Jundland and Deena Shan

As part of the team sent to rescue Jarin Sol, Luke Skywalker and fellow agent Deena Shan go undercover as Imperial officers. During the mission, Luke, as Imperial officer Lieutenant Jundland, has his cover blown when he is recognized by an old friend from Tatooine, while Deena gets dragged into some Imperial entanglements of an entirely different nature.



Hasbro Comic Two-Packs: Republic Commando and Super Battle Droid

When a staged attack of Confederate super battle droids, droidkias, and battle droids leads to the defection of one of the Republic's chief weapons manufacturers, Lorca Oviado, his surviving bodyguards remain loyal to the Republic. Omega-2BB leads the remaining clone troopers to recapture Oviado but as his squad-mates are cut down, only this elite Republic Commando lives to make it to the last remaining transport and bring Oviado to justice on Coruscant.



FINAL FANTASY VII

AVAILABLE NOW!

**Acme Archives Red Squadron**

Standing proudly in front of their X-wing starfighters, the men (and droids) of Red Squadron are beautifully rendered in the popular animated style by Peter Perk, who has worked on projects such as *Batman: The Animated Series* and *Jackie Chan Adventures*. Limited to 500 pieces, these BiCeez prints measure 13" x 18" and are decorated with a metal engraved title tag. Out now; price: \$89.00.

**Gentle Giant Classic Busts**

If you are a fan of the original trilogy, then February's release of Gentle Giant's second wave of Classic Busts should make you happy. The Snowtrooper Commander storms through the ice like an unstoppable blizzard bent on crushing the Rebels in Echo Base. In another part of the galaxy, the passive Monmaw Nodon sits quietly in a dark corner of the Mos Eisley cantina enjoying a drink—an unsuspecting witness to the stars of the end of the Empire. Meanwhile the prodigiously talented Padmé Naberrie represents the prequel trilogy as she becomes the ultimate leader of her people—Queen Amidala of Naboo. All three Classic Busts will be sold for \$30 a piece.

**FINAL FANTASY VII**
PLAY ARTS GAME EDITION ACTION FIGURES**Direct from Japan**

For the first time ever, the characters based on the PlayStation game Final Fantasy VII have been made into highly articulated Play Arts Action Figures!

- CLOUD STRIFE comes equipped with his famous BUSTER SWORD.
- TIFA LOCKHART is attired in a mini-skirt, with accurate details right down to her 'Dolph' half-braids.
- AERITH GAINSBOROUGH is in a soft pvc dress, to allow for poseability, and comes with her trademark Staff.

Coming in 2008

CLOUD STRIFE & HARDY DAYTONA MOTORCYCLE DELUXE BOX SET

© 1997-2007 SQUARE ENIX CO., LTD. All Rights Reserved. CHARACTER DESIGN: TETSUWA NOMURA
PLAY ARTS and FINAL FANTASY are registered trademarks of Square Enix Co., Ltd.

Prototypes shown; final products may vary.

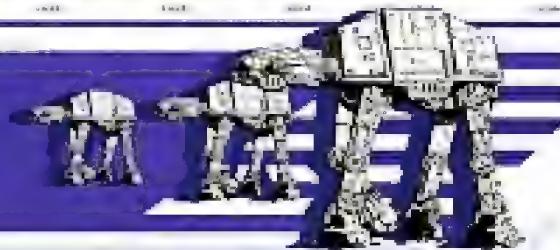
Distributed by
KOTOBUKITA

ORIGINAL PRODUCTS from **SQUARE ENIX**

www.square-enix.com



Q&A



WORDS: LELAND Y. CHEE

THE SECRET LIVES OF THE BOUNTY HUNTERS

PLUS: IS IG-88 ON CLOUD CITY? WHY DOESN'T HAN BELIEVE IN THE FORCE? WHO'S ON THE JEDI COUNCIL IN SITH?



We know Boba Fett's story, but what is the history of the other bounty hunters we see in *The Empire Strikes Back*?
Ben Hill, by email
The other bounty hunters—Bossk, Dengar, IG-88, Zuckuss, and 4-LADM—have established quite a following since their brief, but memorable, scene aboard the Executor in *The Empire Strikes Back*. Their stories are chronicled in the short story anthology *Tales of the Bounty Hunters* based around backstories created for the West End Games roleplaying game.
Both Bossk and Dengar had personal scores to settle in capturing the Millennium Falcon. Bossk's species, the Trandoshans, have feuded with Wookiees who share the same planetary system. To prove himself, Bossk sought to capture the mighty Chewbacca but was thwarted on several occasions. Dengar's scarred visage was attributed directly to Han Solo, whom Dengar had engaged in a treacherous swoop bike race. During the

race, Dengar crashed and it was only through the Empire's efforts to rebuild him that he was able to survive. In so doing, they turned Dengar into a near-merciless killing machine. Dengar removed himself from the employ of the Empire to make a living as a bounty hunter while still harboring a grudge against Han Solo. IG-88 was actually part of a group of IG-88 prototype "Phluidroids" designated IG-88A, IG-88B, IG-88C, and IG-88D who plotted to take over the galaxy. The IG-88 seen in Empire is IG-88B who posed as a bounty hunter as a cover for the IG-88s' plot. Zuckuss was a Gant who followed the tradition of his species, learning the skills of the Gant Findsman, bounty hunters who call upon meditation techniques in locating their quarry. Jabba the Hutt partnered Zuckuss with 4-LADM, an insectoid LDM protocol droid who originally started off his criminal career as a master thief. Jabba then altered the droid's programming to turn 4-LADM into a fearsome bounty hunter.

Is there an explanation for Mon Mothma's hesitant speech pattern when she is briefing the Rebels in *Return of the Jedi*? She sounds like other things are on her mind!

Rupert, Dundee, Scotland

Mon Mothma wears her heart on her sleeve, so any loss of life for the sake of the Alliance pains her. In the *Shadows of the Empire* comics and novel, we learn that the Bothans lost a small group of pilots to retrieve the Death Star II plans. Of course, for a much more hilarious take, check out Kevin Rubio's Tag and Bink comic which reveals that what we hear in the films as "many Bothans" actually refers to a man named Manuel "Manny" Both-Hant who, from a simple picture on Mothma's desk, we learn was her lover. Boba Fett shot a hole through poor Manny leaving it to the titular characters Tag and Bink to deliver news of the second Death Star to the Alliance.



Is that supposed to be IG-88 in the background in the Ugnaught's workshop in *Empire*?

Jane Price, Indiana

Yes, the white IG-88 we see in the background in the Ugnaught junk room is IG-800, the same IG-88 seen aboard the *Executor*. Calculating the chances that Boba Fett would be the bounty hunter most likely to capture Han Solo, IG-800 anticipated Fett's moves and attempted an ambush at Cloud City. But Fett came out victorious and left the charred remains of IG-800 in the Cloud City junk room. Following the destruction of IG-800, IG-88s C and D pursued Fett as he was attempting to deliver the carbon-frozen Han Solo to Jabba the Hutt. Boba Fett destroyed IG-88C and his ship the IG-2000 following a duel in orbit above Tatooine. IG-88D found himself stranded on Ord Mantell where he was destroyed by Dash Rendar, a smuggler hired to protect the heroes of the Rebellion. The final IG-88, IG-88A, uploaded its systems into the computer core of the second Death Star at the time of the Battle of Endor, but the Death Star was destroyed by the Rebel Alliance before it could take control.



Who are the 12 members of the Jedi Council in *Episode III*?

Anonymous, by email

The Jedi Council members we see in *Episode III* are Yoda, Mace Windu, Plo Koon, Saesee Tiin, Shaak Ti, Kit Fisto, Saesee Tiin, Coleman Crook, Anakin Skywalker, Agen Kolar, Obi-Wan Kenobi, and Ki-Adi-Mundi. Though you don't see Shaak Ti's face in the film, you get a view of her from behind when Yoda is addressing the Jedi Council from Kashyyyk via hologram; the tell-tale montages give her away. Her appearance in the

upcoming *The Force Unleashed* video game indicates Shaak Ti survived Order 66.

When Palpatine places Anakin on the Council as his personal representative, Anakin becomes the body's 12th member. We can only assume that he has taken the place of Even Piell who was on the Jedi Council in *Episode II*, but does not appear in *Episode III*. The ultimate fate of Even Piell has yet to be revealed.

How come Han doesn't believe in the Force when he would have been old enough to have seen the Clone Wars and the fall of the Jedi?

Dawn, Memphis

Even during the Old Republic when the Jedi were at their peak, it was very rare for anyone to have seen a Jedi, though they all knew of their exploits. But the Clone Wars stole much of their mystique as countless Jedi, even the greatest of heroes, fell in battle. Order 66 wipes out virtually all traces of the Jedi Order and Palpatine further smears their legacy by accusing them of instigating a coup to assassinate the Chancellor and take control of the Republic for themselves. When democracy "dies with thunderous applause," the majority of the Senate is actually cheering the downfall of the Jedi.

Han would have been about 10 years old at the end of the Clone Wars. At that age, he was still a virtual slave aboard the *Trader's Luck* commanded by the criminally-minded Barriss Offee. He later escaped Offee and joined the Imperial Academy, but his conscience drove him to desert the Empire. Despite having "flown from one side of this galaxy to the other," there's little chance he would have encountered the all-but-extinct Jedi. Obviously from *Episode III* we know that Chewie's experience is much different, but we never get a sense of what his reaction is to Han's words.

It should be noted that in a story in *Star Wars Tales* #11, a young Han crosses paths with Quinlan Vos at Sicomri. In that story, Quinlan uses the Force to save Han from a Sarlacc and he also witnesses Vos dispatch a group of Jedi hunters with his lightsaber. Despite what's he's seen, Han is still disbelieving of the power of the Force. Quinlan leaves with an air of mystery and there's a suggestion that he has used the Force to



Han the skeptic

erase Han's memories of the event. Currently, this story is not considered part of continuity.

How long does Luke train to be a Jedi in *Empire* and how long are Han and company chased by the Empire? It seems to be over the same period, but the timings don't add up!

Nick, London

The timings might not seem to add up, but the main question has always been how long it takes to fly from Hoth to Bespin. This much we know: The Falcon escapes the Imperial blockade of Hoth and then goes into the nearby asteroid belt. After a brief stop in the belly of a space slug, our heroes emerge from the asteroids in the Anoat system. They then hobble their way toward Bespin. We know they don't have a fully functional hyperdrive, so any distance they travel is going to take some time, even if the Falcon were to have a cobbled together "back-up hyperdrive" as some official sources have suggested. I'm not even going to touch the question of why we don't see Han and Leia change clothes in the film if it's supposed to be a long trip. The timing of Luke's training is even more up in the air; it could be days, or weeks. Who knows?

For those needing a more solid (but completely unofficial and unconfirmed) answer, here's a theory suggested by Lucasfilm's Pablo Hidalgo:

"The Falcon travelled at sub-light speeds, unable to engage its hyperdrive. It took, oh, let's say a month. The Falcon approached but could not exceed the speed of light without a working hyperdrive. It managed to achieve 99 per cent lightspeed. According to physics, achieving that percentage of the speed of light means that time behaves differently for the traveler than for an external observer. At .99 the speed of light, one month experienced aboard the Falcon is equal to seven months experienced on Dagobah. Of course, we can vary any of these numbers to get the answer we want; it all depends on whether a ship without hyperdrive can achieve a significant fraction of lightspeed. Of course, in order for something like this to work, we'd have to accept that there would be two systems within a light-month of one another, which is an entirely different bag of crazy." ♦

Proof from *Episode III* that rumors of Shaak Ti's death have been greatly exaggerated.





SCOUTING THE GALAXY



WORDS: STEVE SANSWEET

IF YOU LOVE STAR WARS, ALWAYS BELIEVE 'MAM'!

THE FRENCH CONNECTION WAS A BLAST, AS WERE 'FAN DAYS'; WHEN REAL LIFE COLLIDES WITH COLLECTING



It turned out to be a really hectic autumn, and I'm writing this before the normal year-end craziness with lots of last-minute shopping, last-second wrapping, and trying to address and send out hundreds of holiday cards. Hectic, of course, doesn't necessarily mean bad.

First, I attended a wonderful convention in Plano, Texas (near Dallas) called *Star Wars Fan Days*, put on by Ben Stevens, who runs licensees OfficialFan.com and rebelscum.com's *Star Wars*. There were several thousand people in attendance, but it still felt like a big family reunion—a family of *Star Wars* fans. Without a long list of things that I had to do or oversee, I was able to spend most of my time just mingling and chatting, and it was a blast!

Then it was off to Paris for *Star Wars Réunion* [], the official French fan club's convention at the Le Grand Rex, a wonderful old movie palace. The convention sold out as fans screamed in to watch the first-time marathon screening of all six *Star Wars* movies dubbed in French, as well as hear from such

famous *Star Wars* producers Rick McCallum and Robert Watts. I saw a phenomenon I hadn't witnessed before: the French fans treated the original trilogy as if they were watching a midnight screening of *The Rocky Horror Picture Show*. They "sang" along with the opening music, they lit up their Master Replicas lightsabers and waved them, they cheered the entrance of the heroes... and to be truthful, the villains too. They clearly were having a great time!

While in Paris I did two signings for the new book that Paul Wilmot and I collaborated on: *The Star Wars Vault*. One was at the city's largest department store, Galeries Lafayette, and the other at the Virgin Megastore on the Champs Elysees—both amazing experiences, helped along by members of the French Garrison of the 501st. Then it was back home via New York City where I taped a segment on the book for the CBS Morning Show. I was told that I'd be interviewed by one or two of the hosts, but all three showed up, proving once again that everyone loves *Star Wars* [].

TELEGRISTS UNITE!

I have a collection of U.K. *Star Wars* phone cards that I am looking at possibly selling soon. I would appreciate any information regarding the value of these cards and also the best place to sell them. I am not overly keen on selling them on eBay. The cards are as follows: three original trilogy posters; three Special Edition posters; original Trilogy BT phone cards, Series One (1 to 24) and Series Two (1 to 30). All the cards have their original folders and I have the four bonus cards that accompanied these sets. All the phone cards were purchased through P and J Promotions, and I have had the collection for about 10 years now. All are in mint and unused condition. Any help would be most appreciated.

James Hutchinson, Hull, East Yorkshire, UK

My pleasure to write to you again [from] the U.K. Star Wars phone card collector and I thought I would let you know about my find of the moment, which may look somewhat trivial. These were very rare indeed, and each card had a large handwritten letter, spelling the name of the owner on the card. Although



Journal of the American Mathematical Society, Volume 12, Number 3, May 1999, pp. 625–656
© 1999 American Mathematical Society 0894-0347(99)00293-2
Article electronically published on January 12, 1999

The author's first book, *How to Write a Novel*, was published in 1923, and his second, *How to Write a Story*, in 1925. Both books were well received by critics and readers, and helped to establish him as a successful writer.



*Star Winton
and Vito di Sesa
Pleasant Anna
Hausmann*



VIDEO VULGARIS

I love Star Wars, but due to real life-like having a child I have had to cut down on my Star Wars collecting. But of the items I do have there is one item that I know very little about, and it is one of my favorites. It's a Japanese import collection of the original trilogy on VCD. The collection is in a nice clam-shell box and the VCDs are in jewel cases with booklets. I believe I found them in 2000 or so at a local music store and it's the only one I've ever seen, but I'm sure there are more. Could you give me some information on this?

Jon S. Garrett, Louisville, KY USA

and therefore having weight against it being pulled by the force of gravity, is called potential energy. The form of light which forces the pendulum will always move from the position of minimum energy (Fig. 15-15). The weight of a pendulum has PE because it can do work by moving toward anything in that direction. The PE of a pendulum is the same as the PE of the same mass at a given height above the ground, but the total PE is much greater because the mass is moving over a much larger area. The pendulum will have to move through a much larger distance before it reaches its lowest point.

I think that when you have to go down to a campsite you make a PIRATE ship. I have recently discovered a Multiplex one. It's made for two people, there are two seats, one at the front with a steering wheel, the other is a seat, one armrest to steer with, and both are supported up against it, although I don't think it's quite as good as I have found at a traditional sailing. The only缺点 is that you can't turn around. The boat did very well. It's very seaworthy and with a strong engine goes fast. We went to a park at Fox Clinton, Australia (which I visited in 2001) and the sea was very choppy, so I went to a park at the same time as the people I met in the sea. The park where we went is called a park for 4000, so I went there and saw that the boat still worked well. After that, I had a break, and later I went to the park again.

UNCUT AND UNLISTED

I have an uncut sheet of Topps Widevision cards that is a complete 72 card set. It includes 24 cards from each of the original trilogy movies. The border print states "Retail/news dealer" after the words Star Wars Trilogy. I can't find a listing of this anywhere. Help me please.

卷之三

These sections of the new version are roughly different from the old, but the general spirit of the old is the same as the new. The new version is more explicit, however, in its treatment of the question of the right to self-government in the colonies. It also contains some additional language which makes the original version less plausible. The new version also includes a section on the right to self-government in the colonies.



FIGURE. ALFRED HIRSCHBERG



יונתן. ברנשטיין



FIGURE 10.20

I have been collecting Star Wars figures since they started being produced again in 1995. My question is: are they going to be worth anything seeing that there are so many collectors now? Or do I enjoy watching my kids play with them? I have around 400 figures all mint on the card from all releases since 1995 as well as boxed vehicles and ships.

Jason King, Gloucester, Gloucestershire, UK

icon. I hope you plan to have a large family! It will be fun watching the children grow and gain wisdom, so that they can pass it on to others as well. In other words, be the very majority of the figures, those who you are born to obey will probably turn out to be the ones collecting greatest rewards down the line. The system of money distribution might also get a little better, but don't let the details get in your way. If you are a person who wants to live life to the fullest, then this is the place to go.

Please send your questions and comments about collectables to:

35 51201

missing out to put

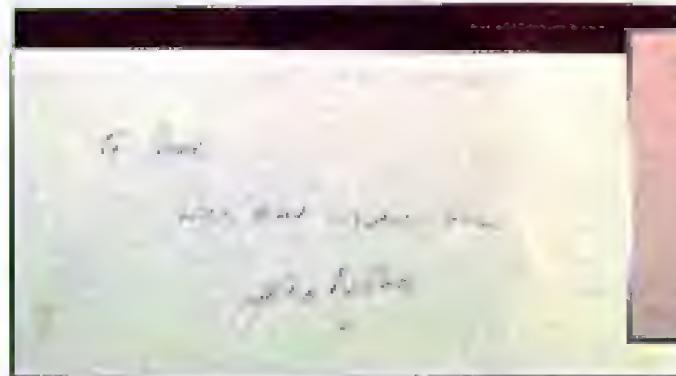
YOUR CITY AND COUNTRY
In the email along with your full name.
OR, you may send a written letter to:

Letters won't be answered without both your name and city. Individual replies aren't possible because of time constraints, but we'll answer the questions of broadest interest in the column. Letters are edited for grammar, sense, and length.

ANSWERED QUESTIONS

I was reading the article by Pete Vilimur and his discovery of old Howard Chaykin Star Wars illustrations and it got me thinking about my own little treasure. Quite a few years ago, my mom (or "mam" as we say in Wales) just happened to mention that one of her friends had worked on the original Star Wars films. Naturally, I didn't believe her. However, it turns out it was actually none other than costume designer John Mollo.

For weeks I pestered her to ask him for an autograph, and eventually she got talking to him



about what a Star Wars junkie I am, and how I'd like his autograph. Well, months later my mom gave me an envelope and inside was a hand-drawn production sketch of the Hoth Rebel Trooper costumes from *The Empire Strikes Back*. On the back John had written "To Paul, Best wishes, John Molla. An unpublished sketch." It was brilliant!

I guess my question is, is there much of a market for this sort of memorabilia as it's not the usual sort of thing that crops up and I'd be interested to know what sort of value it has, although I'd never sell such a personal gift. (My Beatles autographs are worth a small fortune and I have had to insure them separately) Also, what is the best way to preserve it? At the moment I have it framed with the back (autograph) showing and the picture face down and a photocopy of the picture to accompany the dedication. It looks good, but is this the best way to keep it for longevity?

Paul Meier, South Wales U.P.

in the general field of engineering, and in the field of education there is equal demand for the services of faculty members. One of the most important factors that has contributed to the growth of the educational system is the increasing number of students who have graduated from the various educational institutions.

the world's largest producer of coffee, and the country supplied the United States with 10 percent of its coffee imports in 1999. The coffee industry is the second largest export earner after oil.

FREE LIGHTSABER

AND SAVE 35% WHEN YOU SUBSCRIBE!



Usually
\$19.99-\$24.99
With this offer

Hold the Force in the palm of your hand with a *Star Wars* scaled replica. Crafted from durable machined and die-cast metals, the Yoda, Obi-Wan Kenobi, and Anakin Skywalker lightsaber scaled replicas are officially authorized by Lucasfilm Ltd.

Offer valid while supplies last. You will receive one of three different designs.

SUBSCRIBE NOW AND RECEIVE 6 ISSUES FOR ONLY

\$24.95! For international orders please add \$10.00

(Plus Applicable Taxes)

ORDER ONLINE AT WWW.TITANMAGAZINES.COM/SABER08

OR CALL TOLL FREE ON 866-205-0034 (QUOTE SABER08)

FOR SUBSCRIPTION QUERIES CONTACT SWICUSTSERV@FULFILMENT.COM



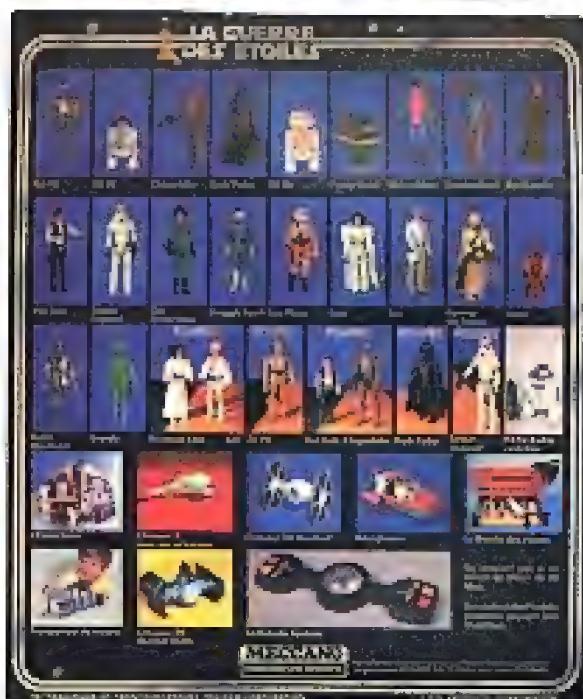
INTERNATIONAL



WORDS: GUS LOPEZ

THE FRENCH CONNECTION

STAR WARS MAY BE POPULAR AS THE GO-TO PLACE TO FIND A LOT OF ACTION FIGURES, BUT IT HAS ALSO BEEN A CHAMPION IN THE FRENCH MARKET.



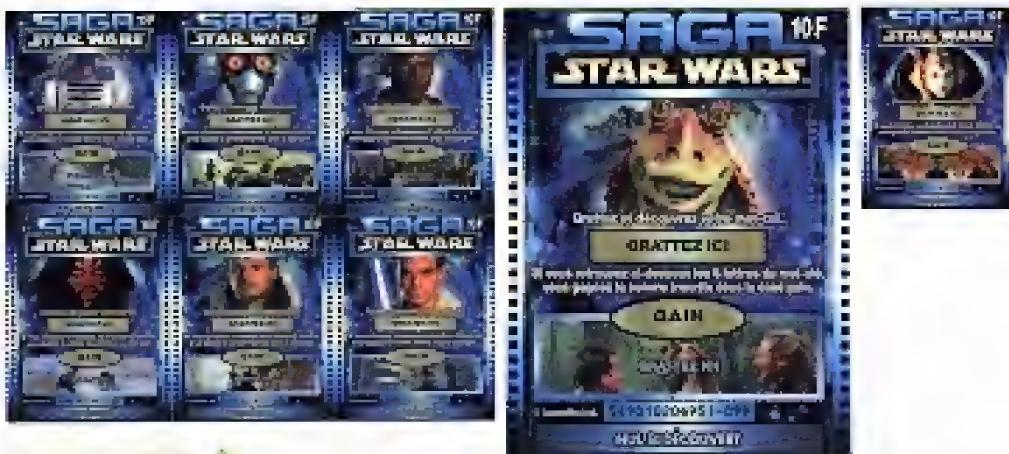
Meccano, the initial toy licensee in France, distributed original trilogy toys designed and made by Kenner Products, but with an unmistakable Gallic touch. The first "12-Back" action figures issued on Meccano cards appeared virtually identical to their Kenner counterparts in the U.S., except with a "La Guerre Des Etoiles" logo across the top and the Meccano logo across the bottom. For the second wave of 20-Back cards, Meccano changed to an innovative square-shaped card design that was unlike anything offered anywhere else in the world. The "La Guerre Des Etoiles" logo was embedded in the metallic-looking bars surrounding the figure image. One of the notable properties of this line was that the cardbacks featured the tall, blue Snaggletooth figure—the same figure from the Cantina Adventure Set sold by Sears in the U.S. Although Blue Snaggletooth was never sold anywhere individually on card, many collectors conjectured that such a figure could exist on a French Meccano card. But only the more common Red Snaggletooth was ever packaged on these Meccano cards. The "square" card design continued through *The Empire Strikes Back*, and although extremely scarce, this unique design makes them popular with collectors to this day.



Meccano printed catalogs for toy retailers from 1978 until 1986 that featured a wide range of Star Wars toys originally offered by Kenner in the U.S. These Meccano catalogs themselves are sought-after collectibles, and certain years are in high demand due to the unique pieces featured inside.

The 1980 Meccano catalog is especially notable, as it contains images of unproduced toys from *The Empire Strikes Back* larger-size action figure line, including 12-inch versions of

Luke in Bespin outfit, Han in Hoth outfit, Leia in Bespin outfit, and Lando Calrissian. The Lando Calrissian figure didn't even have a sculpted Billy Dee Williams head, but rather a somewhat tacky painted Hardy Boys Parker Stevenson doll made to resemble Lando. As strange, the Tauntaun toy from the three and 3/4-inch figure line was placed, not in the small action-figure section, but among the 12-inch toys in the catalog. Perhaps Meccano thought the Tauntaun would look more attractive dressed in Princess Leia's Bespin outfit?



For the Star Wars prequels, La Française des Jeux introduced for the French market the first-ever Star Wars lottery cards, with nine different character images from *The Phantom Menace*. This sparked a controversy among some collectors about whether to save unscratched but potentially winning tickets or to save only non-winning tickets that have already been scratched off. Somewhere out there, there could be a lucky unscratched Jar Jar ticket worth millions!



Cesar was another early licensee in France. For *A New Hope* Cesar produced small plastic masks of C-3PO, Darth Vader, Chewbacca, Stormtrooper, and Tusken Raider; it followed up with a Yoda mask for *The Empire Strikes Back*. Cesar also issued masks for the Ewoks cartoon series including Chief Chirpa, Paploo, Wicket, and Princess Kneesa in the same style as the animated characters. The Droids and Ewoks cartoon series were heavily promoted in France, and a boxed set of videos from both programs was sold by Fox Home Entertainment. It included a wristwatch, one Droids video, one Ewoks video, and a large poster.



One of the best-ever Star Wars food promotions was run by Le Gaulois in France for the *Revenge of the Sith* film and DVD releases. In some of the most unlikely Star Wars food products to date, Le Gaulois bundled Star Wars magnets and stickers with over 100 different entrees including chicken cordon bleu, sandwiches, pizza, quiche lorraine, and even whole roasted turkey. The 28 magnets in the set matched the images on the 28-sticker set and were illustrated with characters from all six Star Wars films. Le Gaulois also had a special mail-away offer for a large magnetic sheet to hold the full set of magnets. While I was traveling through France looking for Star Wars food items with my friend Philip Vann, we stumbled on a supermarket with a large Le Gaulois Star Wars store banner. We were determined to take home this display, so the store staff pointed us to the Le Gaulois representative who happened to be in one of the aisles setting up products. She said she'd let me have the Le Gaulois store display for a kiss. Only in France! -



SET PIECE



WORDS: CHRIS TREVAG

THE INVISIBLE HAND: GENERAL DOOKU'S QUARTERS

"I've been looking forward to this," utters Count Dooku as the two Jedi confront him with lightsabers ablaze. They have come to free the Chancellor, but this scenario has been arranged by Dooku and his master to bring Anakin Skywalker closer to the dark side.

It was Thursday, July 31, 2003 when the filming of this scene began, but construction of the set had yet to get underway. Christopher Lee stood alone in full costume reciting his lines on Stage 1 at Fox Studios Australia completely surrounded by bluescreen. Hayden Christensen, wearing his street clothes, replied with Anakin's lines from off-camera.

To accommodate Lee's busy schedule the production decided to coordinate his work on *Revenge of the Sith* with a trip to nearby New Zealand where he was shooting pick-ups for *Lord of the Rings: The Return of the King*. Shooting his close-ups at this time meant that Lee was spared a second journey all the way around the world from his home in England.

Each shot was carefully planned using a miniature model of the set. The exact locations where Dooku says each line were noted within the model by tiny paper cut-out figures and his walking path marked with a thin red line of tape. This degree of planning was needed to ensure that the lighting would precisely match that of the future set. The missing background would be filled in later with a 3D computer recreation of the set. Lee wrapped all his planned close-ups by the next day. Including a few shots with his fellow actors and Dooku's final moments at Anakin's mercy. Lee felt it was out of character for Dooku to plead for help as written in the script, so in a quick change on set the word "help" was removed from his dialogue. Ultimately George Lucas dropped all of Dooku's last lines in the editing room. He felt Lee's expressions said all that was needed for the scene.

It was over a month later that the General's quarters were completely finished and ready for action. This set, one of the largest created for *Revenge of the Sith*, was erected on Stage 7 at Fox Studios. Stuntman Kyle Rowling filled Dooku's boots for the lightsaber dueling as he did previously on *Attack of the Clones*. Again, Industrial Light & Magic would be replacing his head with a digital model of Lee's although they made a completely new version. Lee's likeness had been captured photographically with a special set-up of six cameras shooting instantaneously to capture a precise still moment. This data combined with a digital scan of the actor's head resulted in a model far more detailed than ever before that could be used for much closer shots.

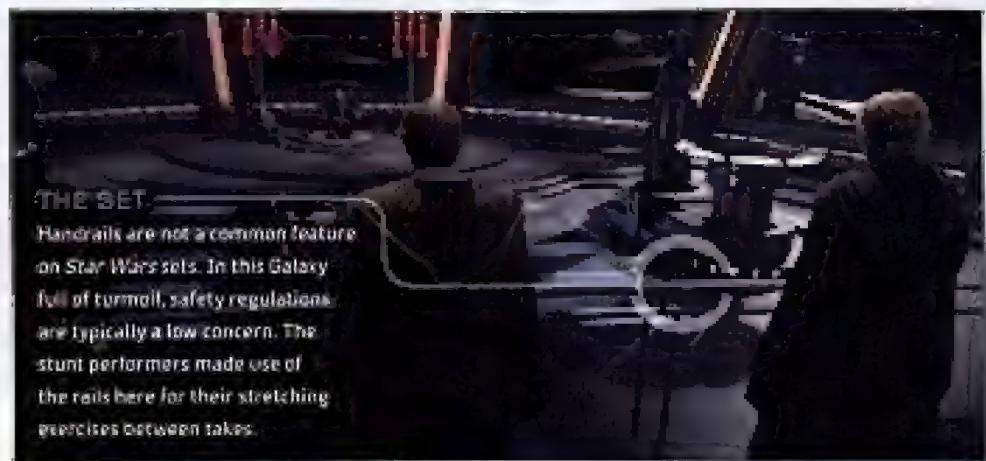
In early September of 2004, Christopher Lee returned for additional shooting at Shepperton Studios in his native England. Again there was no set. He was simply surrounded by a sea of bluescreen. Only one shot was required this time, Count Dooku using the Force to bring a balcony down on Obi-Wan's legs. After a couple of takes, Lee's work on the film was completed. On the big screen his character meets his demise in a stunning betrayal by his master Darth Sidious. For the actor, the decapitation merely marked the end of another role in a long, varied career, and the head he loses to Anakin Skywalker is merely digital.

A THE PRISONER

The glowing effects around the bands restraining Palpatine's wrists were a late addition in post-production. Something was needed to clarify that he was bound to the chair since the silver bands weren't obvious enough. Several colors were tried before the blue force field was chosen.



Costume designer Trisha Biggar made Palpatine's robes from a unique Japanese fabric she found. It was wool coated in a layer of latex-type material giving it a crumpling skin-like texture. "It feels reptilian," said Tan McDiarmid.



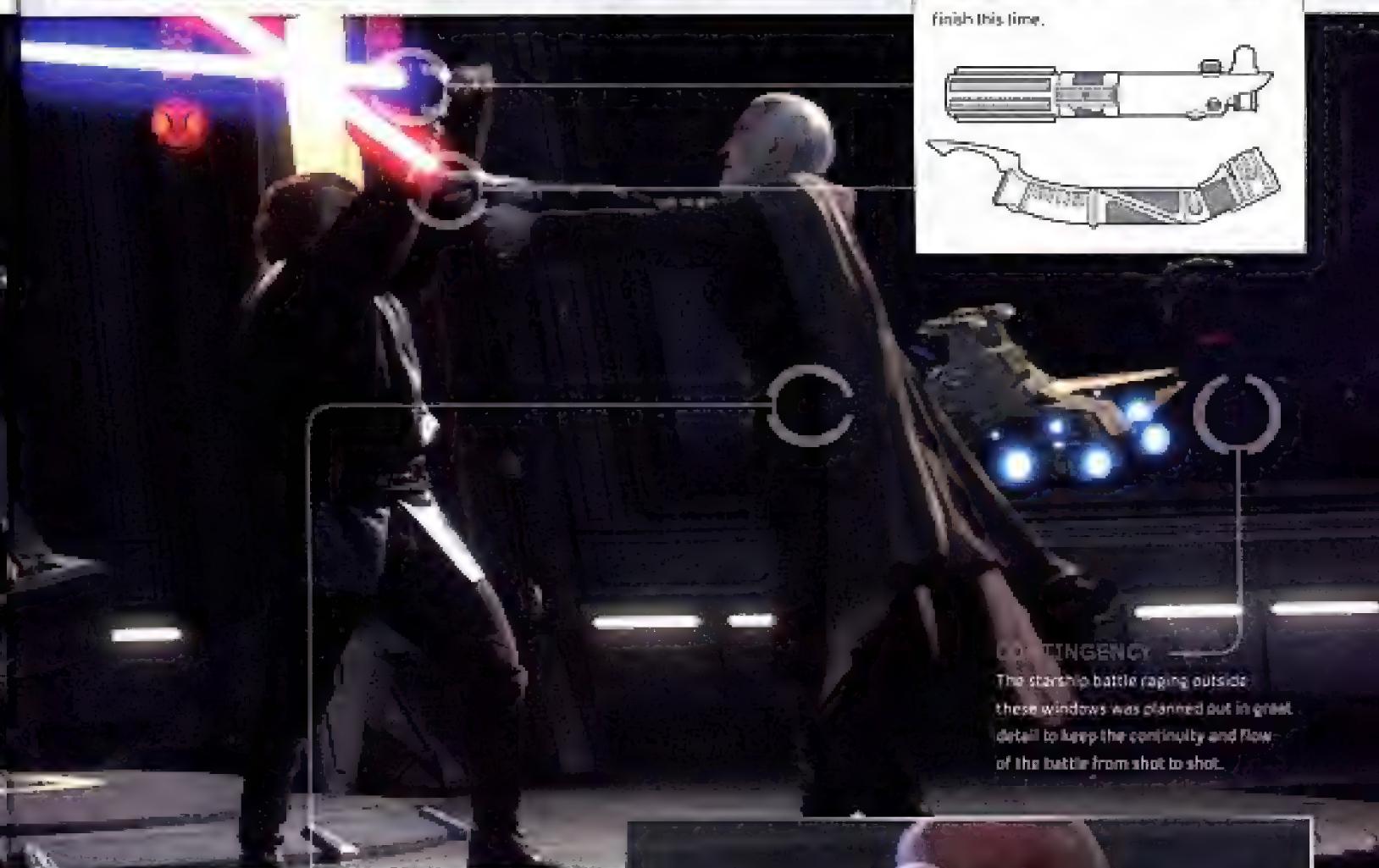
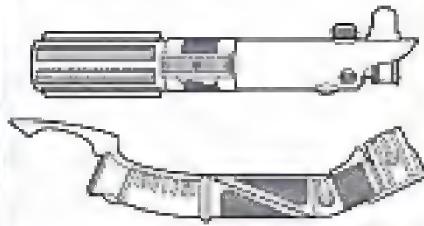
THE SET

Handrails are not a common feature on Star Wars sets. In this Galaxy full of turmoil, safety regulations are typically a low concern. The stunt performers made use of the rails here for their stretching exercises between takes.

ART

For *Revenge of the Sith*, the prop department constructed a more refined version of the Anakin lightsaber than the one we see in *Episode IV*. While the old prop was just a dressed-up antique camera flash attachment, this new one was a completely custom-machined, highly polished incarnation.

Count Dooku's lightsaber changed very little since the making of *Attack of the Clones*. The one minor change was on the 'vibon' area, which became chrome after being painted only silver previously. The prop department could by now chrome plate a wider variety of materials allowing them to give the prop a more unified finish this time.



CONTINUITY

The starship battle raging outside these windows was planned out in great detail to keep the continuity and flow of the battle from shot to shot.

"Not many people realize that dooku is Japanese for 'poison,'" says Christopher Lee. "Which is very appropriate, really, because he's lethal."

Between takes Christopher Lee recalled stories of various fight scenes he'd filmed during his long career, including multiple times when he's had to decapitate opponents in other films.



PROALJRN'S HOW TO DRAW: ZUCKUSS

YOUR MISSION IS TO CAPTURE A LIKENESS OF NOTORIOUS GALACTIC BOUNTY HUNTER ZUCKUSS!

Throughout the *Star Wars* galaxy, there's a vast assortment of bounty hunters who will stop at nothing to capture those with a price on their head. Your mission today is a bit less dangerous—capture a likeness of Zuckuss, the bug-like bounty hunter hired to find the Millennium Falcon. He failed in his mission, but your creativity will succeed! So grab a pencil, some paper, and let your creativity flow, just like the Force! The final art in this lesson was drawn on Bristol Vellum. If you want to practice first, use a pad of newsprint or an inexpensive sketchbook.



STEP 1

Begin by lightly sketching the basic shape of his head. Draw a horizontal guideline for placement of his bug-like eyes, and a vertical guideline. These will help you in the placement of facial features, whether you're drawing an alien, a human, or anything in between!



STEP 2

Now start thinking about the basic shapes that comprise his head and shoulders. Draw two large eyes and an oval for his mouthpiece. Draw large, basic shapes to suggest his accessories.



STEP 3

Continue to sketch some simple lines to suggest the folds around his eyes. Add a bit of detail in the mouthpiece. Continue to work from large shapes to small. The details can be added as you progress towards a more finished sketch. Don't be afraid to draw through the shapes, allowing them to overlap. With that in mind, also remember to draw lightly.

CORNER

WORDS & ARTWORK: CYNTHIA CUMMENS



STEP 4

Define the shapes and start basic shading. You can either finish the drawing as a pencil sketch or as a colored piece. If you're drawing on Bristol paper, you can use markers, colored pencil, or ink. If you think you want to paint this with watercolor or acrylic, transfer the image to illustration board. One way to do this is by tracing the image onto illustration board with carbon paper (sold in rolls in various sizes at most art stores).



STEP 5

One way to color this piece is to start with a monochromatic underpainting in various tones of gray. Really push your lights and darks. The more you do so, the more your color will pop.



STEP 6

Once the underpainting has dried, apply transparent layers of local color. Experiment by using different colors in the flesh. There are no right or wrong ways of coloring this piece. You may even want to scan the pencil sketch and color in Photoshop. The method used here is just one of countless ways in which to use color.

STEP 7

Once the color has dried, finish by adding white highlights. There are several different options available. Experiment with each to determine which feels right for you. Here are some options for adding white highlights: gouache, acrylic, colored pencil, gel pens, or deletion white. You can also use colored pencil to create texture in his skin, or in the fabric. ☺



Remember, there's no limit to what you can do, so experiment with your materials and papers, mix things up, and read about different techniques. Draw as much as possible each day. And most important, never doubt your creativity. If drawing is what you love to do, then go for it!

Happy Sketching!



INDIANA JONES

WORDS: J.W. RINZLER

Indy Vault #7

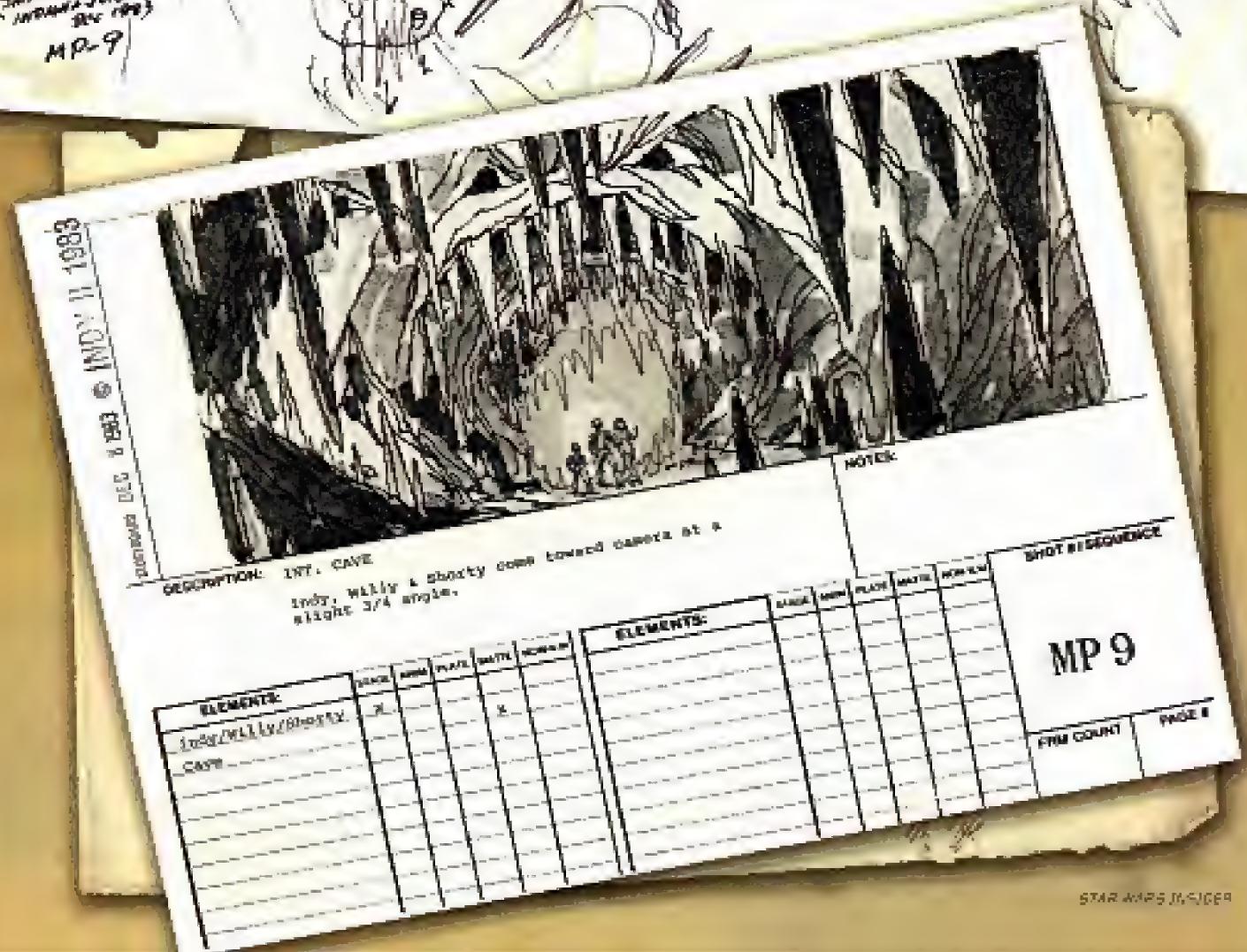
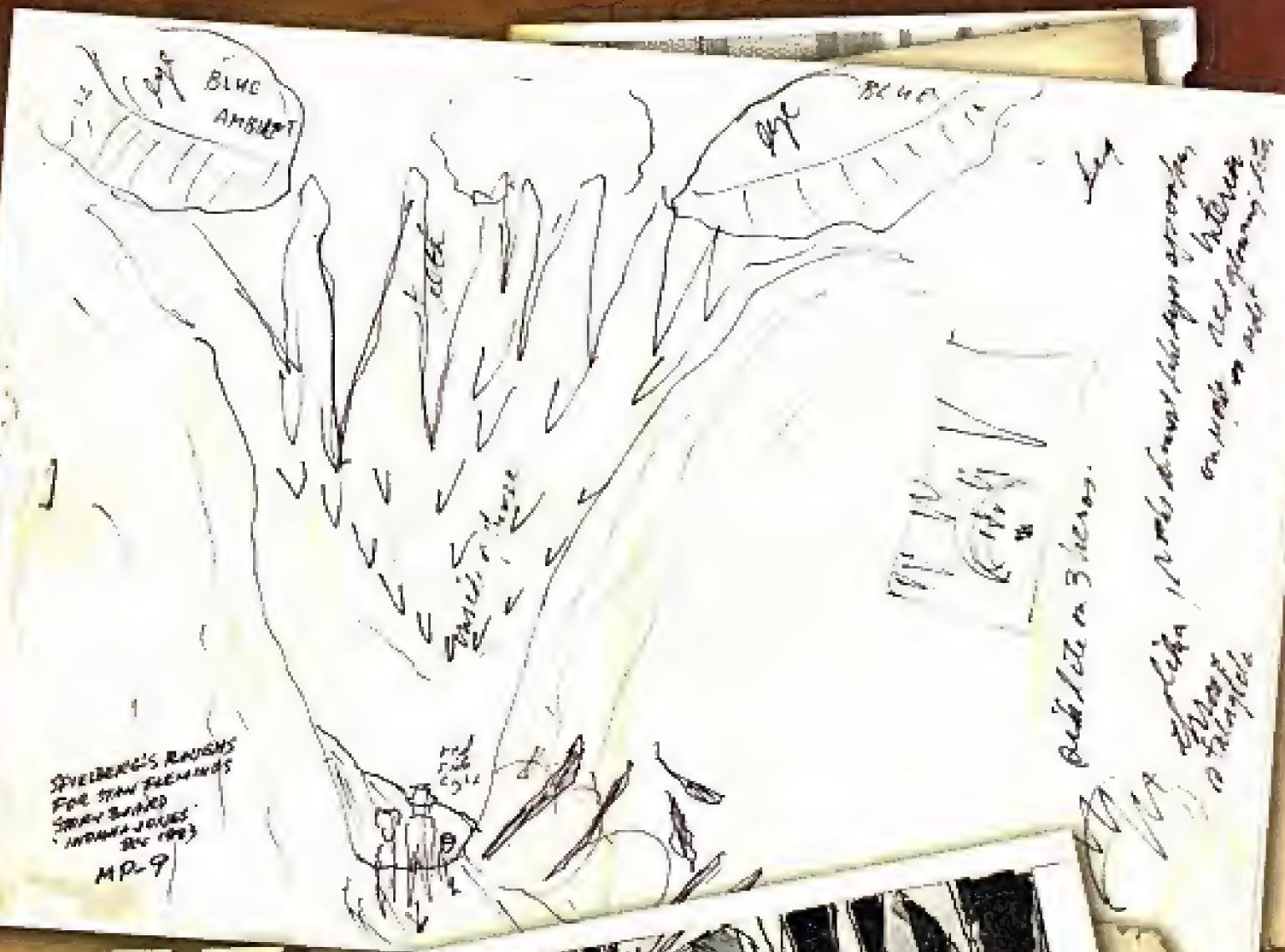
FROM THE MIND— AND PENCIL—OF STEVEN SPIELBERG, CHAPTER 1

Hundreds of shots in the *Indiana Jones* films started out with a bare-bones, stick-figure sketch by director Steven Spielberg. Sometimes these drawings were so difficult to read or understand that the director would have to "translate" them for the storyboard artists. In this case Spielberg's drawing outlines what he wanted for the subterranean gorge leading up to the Temple of Doom: "side light on three heroes; teeth [descending from the ceiling]; rocks almost like eyes, spooky; red glowing lights on side."

Around December 8, 1983, ILM storyboard artist Stanley Fleming transformed Spielberg's sketch into a matte painting visual effects storyboard. Indy, Mutt, and Clegg (200 ft) would be shot in a studio; the cave would become a matte painting—or "magnum"—by Frank Endres. Some time later everything would be composited together for the film's final look.

Next issue: Angry We Hand!







COMLINK



• THE STAR WARS INSIDER MAILBAG •

REDANDJONNY — A STAR WARS LOVE STORY...

EVERYBODY LIKES A GOOD LOVE STORY. HERE'S THE STORY OF REDANDJONNY—TWO STAR-CROSSED FANS WHO HAVE CHANNELLED THEIR LOVE OF THE SAGA INTO A SERIES OF BEAUTIFUL AND OFTEN VERY HUMOROUS PHOTOGRAPHS POSTED ON THE INTERNET. WE COULDN'T RESIST DEVOTING THIS COM-LINK SPECIAL TO HIGHLIGHTING THEIR AMAZING STORY!



Our names are RedandJonny and we live in a small town called Caledonia, in Ontario, Canada. Jonny has been a *Star Wars* fan all his life. The first film he saw in a theater was *Star Wars*. Sadly, when *The Empire Strikes Back* came out his parents had divorced, so they tried to comfort him by doing lots of things that he wanted to do, like taking him to the film of his choice. It was always *The Empire Strikes Back*. Jonny's parents still talk about how many times they had to see it! By the time *Return of*

the Jedi came out, Jonny was spending his paper route money to go see it on his own.

Jonny introduced Red to *Star Wars*. He didn't want to freak Red out, so he simply said: "Do you wanna watch a movie? Have you seen *Star Wars*?" We watched *The Phantom Menace* and Red loved it! Then we watched them all in a row and Red was hooked.

When *Revenge of the Sith* came out we saw it on the opening day and then again and again as Red became a woman possessed! She would get stuff only a beautiful girl could get from

REVIEWERS WITH THE SW MAILBAG

[US] *Star Wars Insider*, Titan Magazines,
8205 Santa Monica Blvd., #1-296,
West Hollywood, CA 90048-5977, USA

[UK] *Star Wars Insider*, Titan House,
144 Southwark Street, London, SE1 0UP, UK
[EMAIL] starwarsinsider@titanemail.com
OR starwarsmail@titanemail.com

REVIEWERS WITH THE SW MAILBAG
Please include your full address in your email. We will only print
selected letters. A maximum of 10 letters may be printed per
month. Unpublished letters receive a response from the SW team.
Please do not send copyrighted material. If you do, we will file
it under "fair use". Artwork submitted must be clearly marked
as "free for use" and we reserve the right to remove it if the
copyright owner claims otherwise. All other artwork cannot be published.



geek boys who worked in stores: promotional posters, banners, and cardboard stand-ups.

We even crossed the border over into the U.S. to buy \$100 worth of *Star Wars* cereal that wasn't available in Canada, just for the lightsaber spoons inside!

Our first wedding anniversary was on Sept. 16, 2007. Our bridesmaids fired up replica lightsabers and made an arch for us to walk under as the *Star Wars* theme played. We took photos at Niagara Falls wearing our stormtrooper helmets. A group of Chinese tourists came up to us and said that they recognized us—apparently our photos had appeared in a Beijing newspaper!





Jonny has always loved stormtroopers. Even as a kid, they were his favorite characters. He wondered what would happen if, after the Empire fell, two out of work stormtroopers fell in love, decided to settle down, blend in, and live a normal married life? That's why we call our photos RedandJonny: Young Stormtroopers in Love.

We bought our first helmet on our honeymoon at a toy show. Then we heard the CBC (Canadian Broadcasting Corporation) in Toronto was having an open house for the public with tours, so we decided to make our photo day special and take the helmet with us. We took photos all day with the helmet all over Toronto and when we got home we laughed till we cried. We printed them all out, framed them, and then posted them to the Internet. After that we took the helmets with us everywhere we went, even to the grocery store! What was a little inside joke between us has gone all over the world!



We take photos every weekend. It's still really funny for us to do. We always have great ideas we want to try. We'll come home during the week and say to each other, "We gotta try this... or this! It'll be hilarious!"

We're both artists, so we do lots of different kinds of work. This series is just a glimpse at our body of work together. It's amazing what can happen when two talented geeks get together. RedandJonny, Ontario, Canada

BOUNTY HUNTERS

KOTOBUKIYA

Meet the stars, show the evidence, win the bounty!
Star Wars Insider's Bounty Hunter section is sponsored by Kotobukiya. Each winner will receive a super Kotobukiya *Star Wars* statue, worth about \$100!



TK-602 SCORES A DOUBLE BOUNTY

Here is a picture you guys may be interested in for your Bounty Hunters section. The Southern California Garrison of the 501st hosted a *Star Wars* celebrity dinner at an Italian restaurant in San Diego during Comic-Con 2004 during which I met Peter Mayhew, Daniel Logan, Ray Park and, as you can see in this picture, Jeremy Bulloch and Kenny Baker!

I didn't get to see much of the con as Mary Franklin had us 501st volunteers working hard at the Star Wars Emporium. I think I was bugging her by asking for things to do every few hours!

Keep up the good work with *Insider*; it's finally perfect!

Glen W. Borst (TK-602), Highland, CA

Thanks for dropping us a line Glen; it's always great to hear from hard-working members of the legendary 501st!

Can you guys go nose better? Did you approach Anthony Daniels? Have you shaken hands with Hayden Christensen? Or maybe you tackled Christopher Lee? We want to see your photos!

IN THE NEXT ISSUE....

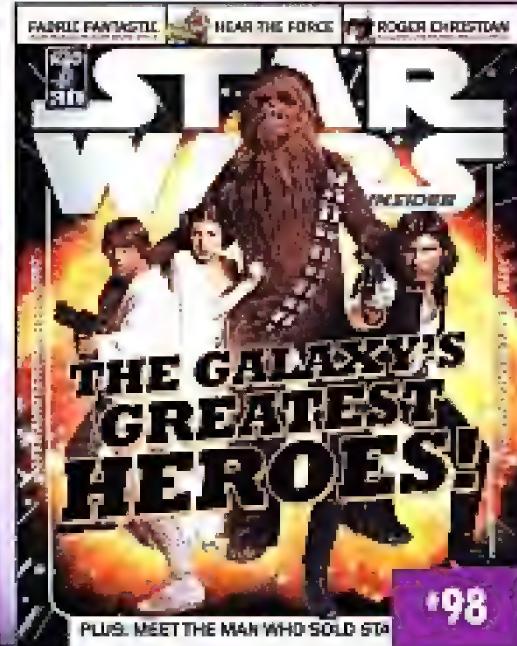
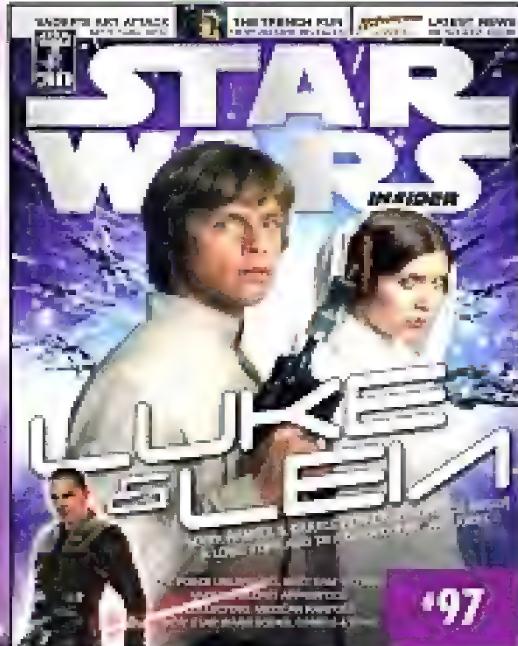
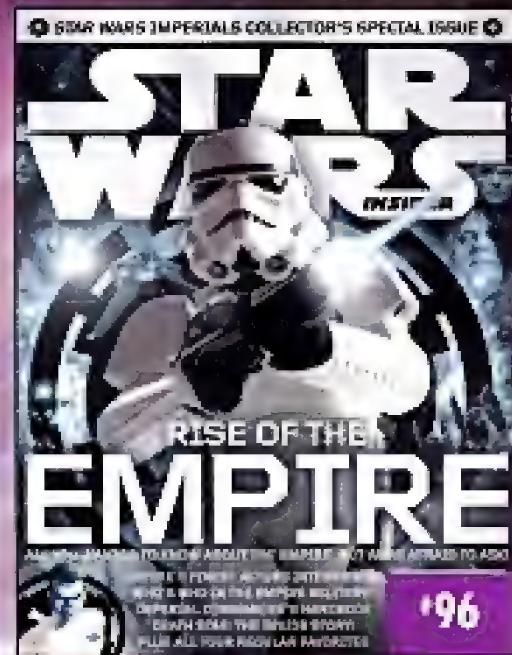
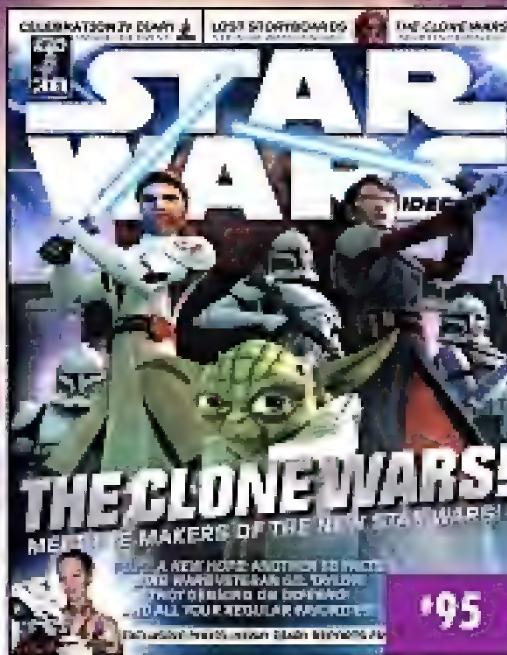
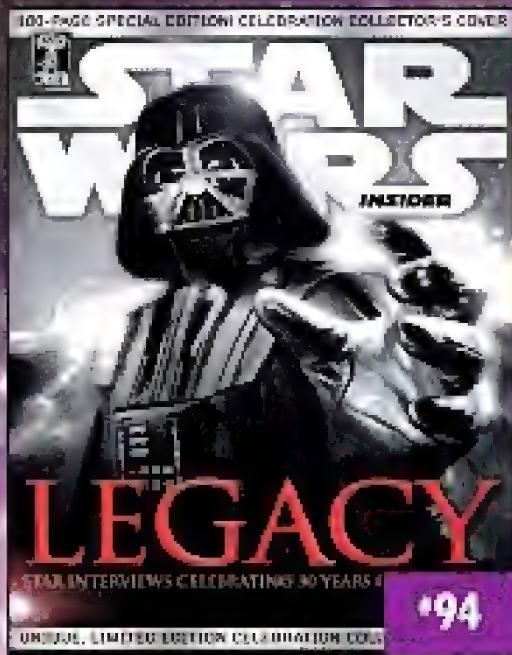
WE CELEBRATE 100 ISSUES WITH

100 GREATEST THINGS ABOUT STAR WARS... EVER!



US NEWSSTANDS: MARCH 4
UK NEWSSTANDS: MARCH 6

MISSED AN ISSUE OF STAR WARS INSIDER?



ORDER NOW!

Issues cost: \$8.50 Special issues cost: \$10.50 (Plus Applicable Taxes)

To order call TOLL FREE on 1-877-363-1310
or go online at: WWW.TITANMAGAZINES.COM

STARWARS SHOP™ com

PRESSENTS TOSCHE STATION

Hasbro's Star Wars Mighty Muggs

The "Chunkies" are ready to take their place in your collection!

Availability: In Stock at
StarWarsShop.com Web Site

\$12.99 each



Welcome to the trendy side of the Force! The face of evil never looked so good! Whether for play or display, these fun, legendary characters from the *Star Wars* epic are sure to bring a smile to the faces of collectors and fans alike:

- Stormtrooper stands ready with his blaster weapon.
- Darth Maul comes armed with his double-bladed lightsaber.
- Darth Vader includes his sinister red lightsaber.
- Boba Fett comes equipped with his rocket pack!
- Chewbacca comes armed with his bowcaster weapon and is ready for action.
- Han Solo comes showing off his trusty blaster weapon – and a single chest hair!

501ST LEGION TROOPER HELMET AT STARWARSTM SHOP

501st Legion Trooper Helmet LE

Availability: In-Stock at
StarWarsShop.com Web Site

\$399.99



The official "weathered" 501st Legion Trooper Helmet from Star Wars: Revenge Of The Sith is constructed of gloss-painted fiberglass with the aerators and chin module added on as separate, painted, injection-molded parts. Specially decorated with blue accents representing the 501st Special Ops Squadron, the helmet is padded and wearable with lenses formed from a see-through, tinted plastic sheet.

To create the clone trooper helmet replica, Master Replicas was provided with the original ILM digital files. From these, a 3D model was generated to use as a master pattern to create accurate molds from which the helmets were produced in high quality fiberglass. Since the original computer renders were used, you can be assured that the clone trooper helmet is an exact replica, accurately repeating the multitude of subtle shapes and curves that make up this incredible piece of armor.

The helmet is limited to 750 pieces worldwide and includes a custom display, numbered plaque, and certificate of authenticity.

DELUXE ELECTRONIC LIGHTSABERS AT STARWARS SHOP

Star Wars: The Force Unleashed Deluxe Electronic Lightsaber

Availability: In-Stock at
StarWarsShop.com Web Site

\$29.99 each

Relive, or should we say
"prelive," the epic battles of
the highly anticipated video game!

Will you join Darth Vader as the next
great Sith? Or, will you choose to defend
peace and justice as a noble Jedi knight?

Take this lightsaber in your grasp to decide
your ultimate destiny. Choose Jedi mode for green
or switch to red Sith mode at the touch of a button.
The impressive color-change blade extends to more
than three feet long. Press-button activation features
realistic "humming" sounds. Should you choose the way
of the Sith, you can fend off enemies with spring-open Sith
spikes and metallic spike-activation sounds! Trigger realistic
battle-clash sounds on contact and unleash the power of the
Force in your hands.



STAR WARS™

GENERAL GRIEVOUS™ ARTFX STATUE

APPROXIMATELY 12" TALL

AVAILABLE NOW!

**Direct
from
Japan**



**Link GENERAL GRIEVOUS with
the OBI-WAN ARTFX statue**

Each sold separately.

Light sabers do not glow.

Prototypes shown; final products may vary.
© 2008 Lucasfilm Ltd. & TM. All rights reserved. Used under authorization.

KOTOBUKIYA
www.KotoStarWars.com



Each stands approximately 12 inches tall,
and requires limited assembly.



eFX

07.23.08

www.efxcollectibles.com

© 2008 Lucasfilm Ltd & TM. All rights reserved. © 2008 eFX Inc. All rights reserved.